

The background of the entire image is a dark, mottled purple and black surface with yellowish-brown speckles. On the right side, there is a large, detailed image of a werewolf skull, showing the eye sockets, nasal cavity, and the lower jaw with sharp teeth.

WEREWOLF

TRANSLATION GUIDE

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White Wolf released the first edition of **Werewolf: The Apocalypse** in 1992, the second game in the **World of Darkness** setting. The game's titular Apocalypse arrived in 2004 and the game line officially ended and was replaced by **Werewolf: The Forsaken**, the second game in the rebooted World of Darkness.

Both games feature werewolves as protagonists in a World of Darkness, though the nature of that world has shifted between **Apocalypse** and **Forsaken**—as have the nature of werewolves themselves. Over the years since **Forsaken's** release, fans of both games have expressed the desire to bring aspects of one game into the other. Some want to use the streamlined mechanics of **Forsaken** to portray werewolves as doomed heroes against the forces of primal corruption. Others feel that the smaller scale of horror present in **Forsaken** is something they want more support for in their **Apocalypse** games. Some players want to mix bits of everything, incorporating the Tribes of the Moon, the Fera, the hisil, and powerful Garou warriors into the one chronicle to see what happens.

This translation guide exists to help people play **Apocalypse** with **Forsaken** rules, or vice versa. The tribes of both games are presented with the opposite game's rules, as are breeds, auspices, shapeshifting, character creation, Gifts, rites, and even the assumptions inherent to each game.

One rule doesn't change between games: the Golden Rule. It's there in the first edition of **Werewolf: The Apocalypse**, and it's still present in the **World of Darkness**: the rules are less important than the story. Though it's worded differently, both p. 120 of the **World of Darkness Rulebook** and p. 175 of **Werewolf: The Apocalypse**

Revised agree. How you roll the dice and how you activate a Gift matter less than how the story's going. If everyone's having fun, you're doing it right. If you're not enjoying the game, talk to your troupe to work out how you can make things better.

Why mention that now? Let's face it: the translation from **Apocalypse** to **Forsaken** and back isn't seamless. They're different games with different themes, written by a whole host of different people at different times with different takes on what it means to be a werewolf. Better to lay it out up front: You will run into things that this document doesn't address. Even using this guide, some parts provide guidelines towards translation rather than new rules. The Storyteller should look at both games—not just the rules, but the intent behind the rules—to work out a translation as best she can. If for any reason it makes the game less fun, talk it through with the rest of the troupe and try again.

APOCALYPSE VS. FORSAKEN

It's worth looking at the hunting grounds of both Uratha and Garou before we get down to the nuts and bolts. Each kind of werewolf inhabits a different World of Darkness, which goes on to inform the changes in the rules.

A LARGER WORLD OF DARKNESS

The core premise of the World of Darkness hasn't changed. It's a world much like ours, but with monsters lurking just out of view. Werewolves aren't the only creatures in the shadows; vampires, ghosts, mages, faeries and other beings all dwell at the edges of human awareness. In the original World of Darkness, each game was self-



contained—**Werewolf's** “Cainites” didn’t necessarily have anything to do with the Kindred of **Vampire: The Masquerade**.

Werewolf: The Forsaken does things differently. The **World of Darkness Rulebook** has the core rules for the whole setting, and it’s up to each Storyteller to choose which monsters populate her world. Because the rules are the same, incorporating vampires into a **Forsaken** game is as simple as opening up **Vampire: The Requiem**—definitely less work than incorporating vampires into an **Apocalypse** game. Over the lifetime of the classic **World of Darkness**, several books attempted to make it easier to integrate the various games. Each one ended up contradicting the others in places, and the general assumption remained that the crossover rules published for one game applied for importing other creatures into that game, rather than blending the lines into a cohesive whole.

Because of this, **Apocalypse** and its sister games were compartmentalized and distinct. **Apocalypse** could make sweeping statements about other denizens of the **World of Darkness**, like “all vampires are of the Wyrms,” without needing to worry about the impact on **Vampire: The Masquerade**. By contrast, the werewolves of **Forsaken** are just one part of a larger, stranger world. Individual werewolves have to decide what they feel about the vampires they encounter.

NEW MYTHS

In both **Apocalypse** and **Forsaken**, werewolves have a single mythology. The Garou of **Apocalypse** are the creations of Gaia, the spirit of the world, who fight to protect her in the three-way battle of the **Apocalypse** between the weakened Wyld, the incarnate force of unbridled creation; the mad Weaver, the incarnate force of crippling stagnation; and the twisted Wyrms, the incarnate force of corruption and decay. The Garou know this with certainty because they interact with spirits who reinforce their sacred duties and because they can commune with Gaia and Luna. The main conflict comes from trying to reduce the influence of the Wyrms and Weaver before the final battle. The Garou are aided in this sacred task by many spirits that are not fully under the sway of any Triatic force. It’s the final chapter of a clearly drawn myth dating back to at least the *Prose Edda*, a band of doomed warriors who sell their lives dearly in the hopes of achieving victory in death.

The Uratha of **Forsaken** have no such glory to their myth. Father Wolf was the keeper of the boundary between spirit and flesh. When he grew weak, five of his firstborn slew him in order to take his place. Their descendants are the Uratha, who tend their territory and try to hold to Father Wolf’s legacy. This myth, though pervasive, is lacking evidence: the Firstborn sometimes touch members of their tribe, but only in ways that could be coincidence. The spirits of the Shadow hate and fear the Uratha for their crime; and the Pure Tribes—werewolves descended from the Firstborn who did not slay Father Wolf—hunt the

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Uratha for what they are. Though the Forsaken are blessed by Luna for upholding Father Wolf's duty, that might not be the reason after all: the moon goddess is quite mad, and what is true for her shifts from one day to the next.

Even if one takes the mythic base of both games at face value, they highlight the differences between the games. The approaching Apocalypse and the machinations of the Weaver and the Wyrms give the Garou real threats to oppose. The Uratha hold their territory and try to maintain a nebulous balance between the physical and the spiritual. The end result is that packs of Uratha have far more freedom in their activities than their Garou counterparts: without a final battle looming or an immense ancient evil to fight, they're free to do whatever is necessary to tend their territory.

TIGHTER SCOPE

The war of **Werewolf: The Apocalypse** makes it a globe-trotting game. Packs of Garou work together in septs, and individual septs the world over communicate and travel via Moon Bridge. While individual septs have different ways of working depending on which tribes dominate, the Garou Nation as a whole works together to combat the threat of the Wyrms—from negotiating with the Ajaba of North Africa, to the subtle politics of the American septs united under King Albrecht.

Werewolf: The Forsaken, along with the current World of Darkness in general, is a lot more local in nature. Individual packs patrol their territory. Crossing another pack's territory without permission draws suspicion or violence. Alliances between packs do happen, but they're not necessarily common. An Uratha can't assume that just because a stranger is of the same tribe, they're on the same side. At best, she knows some of his outlook on the world, but even then he's a stranger in her territory.

CHANGING TONE

Werewolf: The Apocalypse, with its focus on the doomed heroes of a terrible war, lends itself to grand stories of incredible success won at a terrible price. Its horror is the horror of war, of knowing that you're going to die and you probably won't make a difference. Because of that, it's got a greater focus on heroic action than **Werewolf: The Forsaken**. Garou face their enemies head-on covered in lambent flames or transformed into living silver, tapping their Rage to move faster than humans can follow. A few have allies among the Fera, bringing werecats, wereravens, and even weresharks to their side.

Forsaken werewolves have spiritual powers, but they're suited more to the Uratha's primary role of hunter: Unable

to act with the incredible speed of the Garou and limited in the time they can spend in their most destructive form, the Uratha use their abilities to harry their prey rather than risking an even fight.

Both kinds of werewolves have access to Gifts and rites, magic granted by spirits. The number of Gifts in both games is such that any simple summary would have many exceptions but, speaking to theme, the Garou have spirit magic geared towards fighting a war against corruption with spiritual allies. The Forsaken's spirit magic focuses more on hunting and dominance over spirits. Because of this, the Gifts and rites of the Uratha are distinctly less potent in a head-on confrontation, even when one accounts for the differences in how each game handles multiple successes.

METAPLOT

The original World of Darkness operated on the principle that the events put forward in a supplement described the one "canon" World of Darkness. Future books had to take what came before into account and could make changes to the world, showing the march of time. For example, the Stargazers are painted as part of the Garou Nation until **Werewolf: The Apocalypse Revised**, when the tribe as a whole lost the Shilgalu Monastery and pulled away from the Garou Nation to regroup. As far as **Apocalypse** books were concerned, from that point the Stargazers aren't part of the Garou Nation. Over the life of the game, these changes—though fewer in number and lesser in impact than in some of **Apocalypse's** sister games—altered the face of the world. **Rage Across the Heavens** introduces the first metis-born cub, a clear sign that the Apocalypse is nigh.

Werewolf: The Forsaken instead presents more modular pieces of the World of Darkness. Operating on a "year zero" principle, the events detailed in each book are events that have just happened. While references do exist to previous books, each one is designed to be independent—the material in **War Against the Pure** doesn't depend on **The Rage** or any earlier book. Everything beyond the **Werewolf: The Forsaken** corebook is an option that the Storyteller can use without "invalidating" the material in other books.

On the one hand, a metaplot allows the writers of the game to portray an ongoing story and to engage players by putting them front-and-center at major events in the world. If your troupe is following the story, it gives events they were involved in additional impact. On the other, some players prefer the modular approach of the current World of Darkness, where each game can introduce new and esoteric things without having to worry about what the "canon" says—the new auspices in **Signs of the Moon** and the treatment of shapeshifters in both **Skinchangers** and **War Against the Pure** focus on this angle.



TRIBES

Werewolves in both **Apocalypse** and **Forsaken** gather in tribes. A werewolf chooses a tribe that helps him deal with becoming something both more and less than human, with direct proof of the animistic nature of the world. **Forsaken's** Blood Talons and **Apocalypse's** Get of Fenris both throw themselves into violence and war not because that is their ordained role, but because that's how they deal with the reality of living as a werewolf.

"Tribe" means something quite different in each game, though. **Apocalypse** tribes each have strong links to a particular human region or ethnicity (with a few exceptions); each tracks bloodlines hoping a werewolf has "bred true" to the tribe, and each one claims a certain role in the war against the Wurm. In **Apocalypse**, a tribe's ties to ethnicity come into play through Pure Breed and dynasties of werewolves who belong to the same tribe. Indeed, for tribes like the Silver Fangs, the ties between family and tribe have caused many problems. In **Forsaken**, a tribe is a larger concept—divorced from ethnicity and acting more as a group of like-minded werewolves, two parts religion to one part philosophy. Each one follows one of the Firstborn, holding to a specific tribal ban that colors the tribe's outlook.

This section deals with bringing tribes as a whole from one game to another with systems included. Bringing a character from one game to the other is covered at the end of this document.

APOCALYPSE TO FORSAKEN

The thirteen tribes of **Werewolf: The Apocalypse**—including the Stargazers—are detailed in this section. Each

has a brief description, along with notes on how to make each one fit into the mechanics of **Werewolf: The Forsaken**. The write-up of each tribe is abbreviated by necessity: look to the wide range of supplements and Tribebooks available for far more details on each tribe.

The nature of **Apocalypse's** tribes makes them ideally suited to become lodges in **Forsaken**—groups of werewolves bonded by closer links than members of a tribe alone. While some are very close to existing lodges—the Wendigo and the Blood Talons' Lodge of Wendigo, for example—each tribe is presented as it appears in **Apocalypse**.

BLACK FURIES

A tribe of female werewolves—the only males in the tribe are metis—the Black Furies have strong ties to Greece, and are said to have inspired legends of warrior women throughout history. Members of the tribe see themselves as protectors of wild places and believe that they have a particularly strong connection to the Wyld. Many Furies see themselves as avatars of Gaia, the Goddess of the Earth, and Luna, Goddess of the Moon—though other werewolves often paint the tribe as hardcore "man-hating feminists," the truth is that both Gaia and Luna are female, as are her greatest champions.

Forsaken Black Furies: As protectors of the wild places, the Black Furies work well as a lodge of the Hunters in Darkness. Their proprietorial nature towards artifacts and fetishes combined with their strong links to the concept of the wilderness makes them an excellent fit, though their violent edge opens up membership to Blood Talons as well. Men cannot join the Black Furies with the exception

of Ulle'u (if using the Breed rules; see p. 20). The Wyld as a force of creation doesn't have a counterpart in **Forsaken**, but tying the Furies to the Hunters in Darkness gives them a natural link to places untouched by humans. To match their **Apocalypse** counterparts, the Black Furies have Pegasus as their lodge totem.

Systems: As a lodge, Black Furies must maintain Harmony 5 or above, Purity •• or higher, and have at least six dots spread between Expression, Survival, and Weaponry. As Mother Luna's chosen warriors, members of the Black Furies pay (new dots x 4) experience points to purchase Mother Luna's Gifts. As defenders of wild places, Black Furies also gain a +2 bonus to all Empathy, Persuasion, and Socialize rolls made to deal with spirits of the wilderness.

BONE GNAWERS

Egalitarian werewolves who live among the underclass of humanity, Bone Gnawers make up the dregs of the Garou Nation. Though most werewolves look down on them, the tribe still manages to have the best information-gathering networks available. Septs dominated by Bone Gnawers tend towards strongly communitarian and democratic organizations, a sharp contrast to the strict hierarchies of other septs, though this does mean that individual members never seem to have more than the price of a cheap coffee to hand. While their totems and rituals seem bizarre, the Bone Gnawers have an affinity for spirits formed from the mass unconsciousness of urban humanity.

Forsaken Bone Gnawers: As hunters among the urban underclass, the Bone Gnawers make a perfect lodge of the Iron Masters. Unusually, the lodge is also willing to accept Ghost Wolves as members. Werewolves who belong to other tribes and lodges have too much invested in the structures and mythology of the Uratha; any who want to join must first complete a Rite of Renunciation. Members must quit their jobs and live rough for six months, panhandling or taking minimum wage work before other Bone Gnawers will consider them part of the lodge. Rat watches over the Bone Gnawers as the lodge's totem.

Systems: Bone Gnawers must have Persuasion ••, Streetwise ••, and Survival • to join, must maintain Cunning ••, and cannot have any dots in the Merits: Ancestors, Pure Breed, or Resources. In exchange, Bone Gnawers can learn Stealth Gifts as though they were tribal Gifts.

CHILDREN OF GAIA

The Children of Gaia rose to prominence when the Garou hunted humanity during the Impergium. The tribe plead for peace with a martyr's zeal—something that they still do in modern times, trying to unify the Garou nation against the threat of the Wyrms. While they're not immune to the Rage that lurks in a werewolf's heart, the Children of Gaia work to hold it in until absolutely necessary. They believe that violence is a means to the end of defeating the Wyrms and lashing out without good reason is a mark of weakness. Other werewolves often view the tribe as weak

pacifists, but they embody self-control through the idea that a werewolf must be a master of his own Rage.

Forsaken Children of Gaia: The Children of Gaia are a lodge dedicated to mastering Rage. They take in werewolves from any tribe and even a few Ghost Wolves—though each of the tribeless is personally vetted by three members of the lodge. Most werewolves in the lodge are Iron Masters, with Bone Shadows, Storm Lords, and Ghost Wolves each making up a small but noticeable proportion. Members must demonstrate that they can control themselves by not falling to kuruth for a season, even in the face of harsh provocation, in order to gain the attention of Unicorn, the lodge's totem.

Systems: Children of Gaia must maintain Harmony 6 or higher, must have at least Resolve •••, and must have Purity •• and Wisdom •. In return, members can learn Rage Gifts as though they were tribal Gifts.

FIANNA

The Fianna hail from Western Europe, though to other Garou they're always "the Irish tribe" or "the Scottish tribe." The tribe as a whole has a reputation for creativity and artfulness; a Fianna of any auspice can carry a song or spin a tale, and every one works a bit of art into his role as a werewolf. An Ithaeur may work for longer than others on a fetish to make sure it's got just the right look, while a Cahalith may relate the deeds of his pack through rousing songs. Some suggest that this creative spark is the result of faerie blood, something that the Fianna never quite get around to denying. This creativity also works to build and hone the Fianna's Rage until they have a chance to unleash it.

Forsaken Fianna: Warriors as well as tale-tellers and craftsmen, the Fianna are a lodge made up primarily of Blood Talons, though a few Hunters in Darkness claim membership. Any werewolf who wishes to join must not just perform an act that demonstrates why he's suited to the lodge, she must present it through the means of story or song to other members of the lodge in a performance that honors Stag, the lodge's totem.

Systems: A Fianna must have Brawl ••, Expression •••, and Socialize •••, and must have Glory •• or higher. Members can raise the Brawl, Expression, and Persuasion Skills for (new dots x 2) experience points instead of (new dots x 3). Members who are not Blood Talons can purchase Inspiration Gifts as Tribal Gifts; those who are members of that tribe only pay (new dots x 4) for Inspiration Gifts.

GET OF FENRIS

Warriors who follow the path of the great Fenris wolf, the Get of Fenris have strong echoes in **Forsaken**'s Blood Talons, especially in the Lodge of Garm. In **Apocalypse**, they're proud and brash werewolves of Nordic, Teutonic, or Saxon descent who have a reputation as some of the finest fighters the Garou Nation have created. While individual members of other tribes may be the best in a given field, every member of the Get is raised to fight for Gaia. The

downside to that focus is a sense of elitism above and beyond that of other werewolves. A member of another tribe has to prove herself before one of the Get will respect her.

abForsaken Get of Fenris: Many references to the Fenrir exist throughout **Forsaken**, not least the Blood Talons and the Lodge of Garm. But while that lodge focuses on perfection in battle, the Get of Fenris (as a lodge) instead focus on fighting to win. Members see nothing wrong with bringing a gun to a knife-fight, nor to rigging an alley with Claymore mines before luring their Bale Hound enemies to their deaths. The Fenrir do understand honor, but it takes a back seat to victory. To that end, the lodge is open to both Blood Talons and some Iron Masters who share their appreciation of combat pragmatism. While Fenris-ur watches over the Blood Talons as a whole, the Get of Fenris have taken Sköll, a child of Fenris, as their patron.

Systems: Members of the Fenrir must have Glory •• and Cunning •, and must possess at least three dots in one of Brawl, Firearms, or Weaponry. Fenrir can get their hands on lots of weapons that otherwise would be restricted; members gain a +2 bonus when working the black market (**World of Darkness Rulebook**, p. 86) in order to acquire weapons or military equipment. Members can also increase the Brawl, Intimidation, Firearms, and Weaponry Skills at (new dots x 2) experience points rather than (new dots x 3), and can purchase Fighting Style Merits for (new dots) experience points.

GLASS WALKERS

The ultimate urban predators, the Glass Walkers are werewolves who have adapted to life in the heart of the city. Progressing from being the Warders of Man and the Iron Riders, the Glass Walkers walk among humans as staunch modernists. Unique among the tribes of the Garou Nation is their belief that the Weaver isn't mad, just misguided. Several Glass Walkers try to turn the Weaver's minions against the Wyrms, using agents of stasis to halt the flow of corruption. If other tribes knew how far the Glass Walkers were willing to go, the tribe would find other werewolves arrayed against them.

Forsaken Glass Walkers: The Glass Walkers take in only those werewolves who can live as part of humanity, rather than walking among them at one remove. To that end, they only recruit from Iron Masters. A very few Ghost Wolves have managed to join the lodge, but only those who have powerful jobs or well-connected families. Prospective members must show an understanding of the city by using both the urban landscape and the invisible power structures of humanity to strike against agents of corruption before Cockroach, the lodge's totem, will accept them.

Systems: Glass Walkers cannot have any dots in the Merits: Ancestors, Mentor, or Pure Breed, must maintain Cunning ••, and have at least six points spread between Computer, Politics, and Streetwise. The lodge grants members access to power and money: characters gain two dots to spend on the Contacts, Resources, and Status Merits



when accepted into the lodge. Glass Walkers can also raise Computer, Politics, and Science Skills at a rate of (new dots x 2) rather than (new dots x 3).

RED TALONS

Fierce defenders of the wild places untouched by humans, the Red Talons believe that the forces of corruption loose in the world are a natural conclusion of humankind's dominance. It's humans who spread the taint of the Weaver with their roads and power lines and cellphone towers. It's humans who spread the taint of the Wyrms, inventing new depravities every day. And it's humans who hunt wolves: the only kin that the Red Talons have. The Red Talons of **Apocalypse** do not admit human-born werewolves to their ranks, and many actively avoid interacting with any humans if at all possible.

Forsaken Red Talons: The tribe fits into a space between the Hunters in Darkness and the Predator Kings; to that end they're a lodge on the misanthropic end of the Hunters in Darkness, though Griffin—the lodge's totem—will accept any werewolf who can pass their initiation. A prospective member has to walk away from his human life—cut all ties to family and friends and leave home with just the clothes on his back. From there, he has to get as far away from human settlements as he can and live for a season with just what he can hunt. While a member of the lodge can return to human settlements, he has to be able to live with just nature's bounty at any time.

This all assumes, of course, that you aren't including breed rules in your **Forsaken** game. If you do, then Red Talons must also be wolf-born, in addition to the restrictions below.

Systems: Red Talons can't have dots in any Social Merits that tie them to human society: Contacts among spirits or Allies of werewolves are fine, but Status or Barfly is right out. Characters must also have Athletics ••, Stealth ••, and Survival •••, and maintain Purity ••. Red Talons have a +2 bonus to all Stealth and Survival actions when in the wilderness; this becomes a -2 penalty to these Skills in urban areas. A Red Talon pays (new dots x 4) experience points to purchase Father Wolf's Gifts, rather than (new dots x 5).

SHADOW LORDS

The Shadow Lords extend the human concept of politics to werewolves. No tribe has such a strict hierarchy, or such a reputation for being self-centered backstabbers. But while other werewolves malign their manipulations, a Shadow Lord is incredibly effective when she sets her mind to something. Stereotyped as the scheming beta to the Silver Fangs' proud alpha, the downfall of the Silver Fangs—especially in their mutual homelands of Eastern Europe and Russia—has left the Shadow Lords to unite the region's Garou against the Wyrms' depredations.

Forsaken Shadow Lords: The Shadow Lords already have some reflection in **Forsaken** in the Lodge of Crows,

though that lodge only accepts high-ranking members of the tribe. The Shadow Lords are a larger, more public lodge among the Storm Lords who believe that leadership is the only measure of worth. While many belong to packs where they are not alphas, each one must be ready and willing to do whatever it takes to get the job—assuming the demands of Renown allow it. Initiation challenges often require a prospective member to demonstrate his need to lead. Once a Shadow Lord is in charge of a pack, he'll try to gain a position of authority over other packs. Leadership is the only thing that matters. Grandfather Thunder, a powerful spirit of the storm, acts as the lodge's totem.

Systems: Shadow Lords cannot possess the Allies Merit: any alliance is either temporary or entirely disposable. Members must maintain Cunning ••, as well as possessing six dots between the Persuasion, Politics, and Subterfuge Skills. Grandfather Thunder, the lodge's totem, allows members to learn Weather Gifts for (new dots x 4) rather than (new dots x 5).

SILENT STRIDERS

The Silent Striders' roots may be in North Africa and the Middle East, but they spread throughout the world a long time ago. Travelers and messengers, members of the tribe have a hard time settling down. While one Silent Strider may stay in a city for several years, it's just a protracted rest before he moves on again. The tribe's fondness for the open roads means they're often the first to find a Blight or a Wyrms-pit—though they'll know where to find other werewolves who can help them. Some Silent Striders have walked the roads of the dead, searching out hidden knowledge and mystic secrets, hoping to find a way to regain their homelands from whence the dark god Sutekh exiled them long ago.

Forsaken Silent Striders: Silent Striders hunt out knowledge wherever it may be. This makes them a natural fit as a lodge of the Bone Shadows. Unlike other Uratha, who judge the other denizens of the World of Darkness on their merits, the Silent Striders cannot stand vampires—tribal legends hold that the bloodsuckers had something to do with Sutekh's rise and the tribe's disconnection from its ancestors. The tribe's need to wander does cause some problems with **Forsaken's** focus on territory; the Silent Striders may leave for days, weeks, or even months away from it, but they'll always return—and show a prescient sense for when they are needed. Some say that Owl, the lodge's totem, will warn a Silent Strider when she is needed, but if that's the case the Striders aren't saying.

Systems: Silent Striders must maintain Wisdom •• and Cunning • and may not possess the Ancestors or Resources Merits. Members must possess Athletics ••, Occult ••, Stealth •, and Streetwise •. Owl gives each member of the tribe the two-dot version of the Fleet of Foot Merit; if he already possesses any dots in the Merit, he gets the three-dot version. Silent Striders also treat Evasion Gifts as tribal Gifts.

SILVER FANGS

Ask one werewolf, and the Silver Fangs are the noble examples of everything that Garou should be. Ask another, they're hubristic inbreds who value bloodline far more than ability. Originally hailing from Russia, the Silver Fangs rose to prominence many years ago, setting up courts and kingdoms made up of many septs. As of the Revised edition of **Werewolf: The Apocalypse**, the main group of Silver Fangs in America has a new king, who has proved a practical and shrewd leader, especially in the destruction of the Seventh Generation cult. Other Garou are slowly coming around to the older image of the Silver Fangs as those born to lead.

Forsaken Silver Fangs: As with the Red Talons, the Silver Fangs stand in the middle ground between two tribes. One part is the focus on perfection and endurance of the Storm Lords, while the other is the focus on good breeding and pure blood of the Ivory Claws. That leads to a perfectionist lodge of Storm Lords, ones who stand by an old monarchist tradition that no longer has any real function. The Ivory Claws, in turn, look on the Silver Fangs as amateurs aping the work of their betters. A Storm Lord—or, rarely, any other werewolf—who wishes to become a Silver Fang must trace his lineage to another member of the Silver Fangs. Those who come from outside the tribe must find a great hero before the lodge will accept them. Falcon, the lodge's totem, knows when werewolves invent a heroic ancestor and will not be best pleased.

Systems: Silver Fangs must maintain at least Honor ••, Glory •, and possess the Merit: Pure Breed (see below) at •• or higher; members who are not Storm Lords must have at least Pure Breed ••••. Silver Fangs must also possess Politics ••, Socialize ••, and Weaponry •. Falcon provides all Silver Fangs with the Inspiring Merit, whether or not they have Presence enough to qualify. Members treat Inspiration Gifts as tribal Gifts.

STARGAZERS

Outsiders to the rest of the Garou Nation, the solitary Stargazers believe that the best way to avoid the strands of the Weaver is to forgo attachments to material things. Originating in the Himalayas and the Indian Subcontinent, this philosophy ensured that the Stargazers were the least populous tribe—something that hurt them when the caern at the Shilgalu monastery was destroyed. As of the Revised edition of **Werewolf: The Apocalypse**, the Stargazers have officially withdrawn from the Garou Nation, instead forging an alliance with the Beast Courts of the Hengeyokai. Several Stargazers refused the tribe's command to leave their homes and friends, and so remain with their septs.

Forsaken Stargazers: The Stargazers are an almost ascetic lodge made up of Bone Shadows and Hunters in Darkness who reject material possessions and their natural focus on the specifically human experience. Instead, Stargazers try to expand their understanding of the physical world as a whole and how it links to the Shadow. The



lodge does not shy away from death, but does not see it as providing all the answers. Instead, members practice strict discipline in all aspects of their life, hoping that through ultimate control they can master the inner Rage that controls all werewolves. When they succeed, the Stargazers believe that they will truly be the inheritors of Father Wolf's legacy and the Shadow will respect them once more. A Stargazer hand-picks his apprentice with guidance from the lodge's totem, Chimera, and only trains one werewolf to join the lodge at a time. Some werewolves take months to learn, while others spend many years in study.

Systems: Having done away with possessions both mundane and mystical, Stargazers cannot possess the Merits: Fetish or Resources, nor any Social Merits that tie them to human society (e.g. Barfly, Status). Members must also have Brawl • with a specialty in a martial art, Investigation •• with a specialty in puzzles or enigmas, and Occult •••. Stargazers gain a +2 bonus on any rolls involving riddles or dream interpretation, the Merit: Meditative Mind, and can purchase the Fighting Style: Kailindo.

FIGHTING STYLE: KAILINDO (• TO •••••)

Prerequisites: Strength ••, Dexterity •••, Brawl ••••, and Survival ••

Effect: Your character has trained hard to master the Stargazers' unique martial art, which blends effectiveness in combat with fluid shapeshifting. A master of Kailindo can dodge a blow by shifting to a smaller form, run through her opponent's legs, then shift to a more appropriate form to attack from behind. This Fighting Style focuses on the shapeshifting maneuvers of Kailindo in *Apocalypse*—the unique mark of this martial art. Non-shapeshifting Kailindo can be represented with Fighting Style: Kung Fu.

Dots purchased in this Merit allow access to special combat maneuvers, which must be bought sequentially. A character can't have "The Hurricane" until she has "Moving Breeze." These maneuvers can only be used by werewolves. To work out larger and smaller forms, compare the character's Size in each form—Urshul is no larger or smaller than Dalu. Unlike other Fighting Styles, Kailindo can be used in Gauru form.

Moving Breeze (•): The werewolf shifts to a smaller form as her opponent strikes, and his blow passes through thin air. Spend a point of Essence when attacked to reflexively shift to smaller form. Increase the character's Defense by the difference in Size between the forms. **Drawback:** While this maneuver does not take up the character's action for the turn, it does pre-empt it. That is, if the character plans on using Moving Breeze, he cannot act before changing shape and must take his action in whatever form he changes to.

Fading Breeze (••): The werewolf backs away, then shifts to a larger form in order to lash out. Spend a point of Essence to reflexively shift to a larger form before launching an attack. Her opponent does not apply his Defense against this attack. **Drawback:** The werewolf is off balance from

the sudden shift and attack, and cannot apply her own Defense for the turn. If the werewolf has already been attacked and used her Defense, she cannot use this maneuver.

The Hurricane (•••): Your character grabs and throws her opponent, shifting to Gauru form midway in order to put more power behind the throw. Make a normal grapple attack in a form other than Gauru. If successful, on the following turn spend a point of Essence to shift to Gauru. Your opponent takes bashing damage as normal and winds up prone (twice Gauru Size + attack successes) yards away.

Growing Tempest (••••): The werewolf grabs her opponent and shifts into a larger form, crushing him with additional muscle mass. Attempt a grapple attack as normal; if successful, spend a point of Essence to reflexively shift to a larger form. Make an immediate Strength + Brawl roll with the new form's traits, dealing damage as though the werewolf had control of the grapple at the start of the turn. In Gauru or Urshul, this damage is lethal, otherwise it is bashing. The werewolf retains control of the grapple.

Subtle Draft (•••••): Your character performs a charging tackle in Urhan, and as her opponent falls, she shifts into a larger form to gain the upper hand. Make a normal Brawl attack in Urhan. If successful, spend a point of Essence to shift to a larger form. Your opponent is knocked prone and you can immediately make another Brawl attack in your new form with a +2 bonus; the victim doesn't apply his Defense to this second attack (though armor still applies normally). **Drawback:** Spend one Willpower point per attack. Note that this Willpower expenditure does not add three dice to the attack.

UKTENA

The Uktena are made up of Garou from dispossessed animistic peoples and cultures across the world. The tribe was originally one of three who flourished in North and Central America, though the people who make up the Uktena have long since lost any claims to a native homeland. Among all the Garou, the Uktena have had more contact with Umbral denizens than any other. The tribe has bound ancient and indestructible Banes, and negotiated spirit pacts with all manner of powerful beings to create new and powerful rites. Their time spent dealing with spirits who think in alien ways has left the tribe with a reputation for unstable behavior, and rumors that many have fallen to the Wyrms.

Forsaken Uktena: The Uktena are a lodge of the dispossessed, accepting Bone Shadows and Ghost Wolves who have lost their native lands. The lodge isn't necessarily secretive, but few even among the Bone Shadows fully understand the pacts that the lodge has forged with other spirits. The Uktena deliberately cloak their rites with aspects picked up from a dozen human cultures and ritual traditions to keep them secret. Individuals who wish to join the lodge must first petition a mentor, and after a period of study must find a spirit that no werewolf has forged a deal with before and either learn a rite from it or trick it into a

fetish. The lodge is named for its totem spirit, the Uktena—a water-spirit blending features of serpent, deer, and coyote.

Systems: Uktena must possess Occult •••, Investigation •• with a specialty in puzzles and enigmas, and Expression •, along with maintaining Wisdom •• and Cunning •, and having Rituals •. In exchange, members gain a two-dot fetish of any kind and can learn the Rituals trait for (new dots x 4) experience points rather than (new dots x 5). An Uktena can also increase her Rituals trait in lieu of gaining a free Gift when increasing Renown, up to a limit of the new dots in Renown.

WENDIGO

Hailing from North America, the Wendigo are as proud as any Silver Fang and as bitter as any Red Talon. The tribe still believes that the coming of Europeans to the New World spread the Wyrms influence to their lands; an oversimplified view of history but one that nonetheless sticks with its members. This leads Wendigo to mistrust members of other tribes—especially the Fianna, Get of Fenris, and the Shadow Lords—and it takes a lot of work for such a werewolf to get a Wendigo to listen to him, let alone to trust him. Backing up their tales of being pure of the Wyrms taint before the Europeans landed, the tribe polices themselves for signs of taint with a fervor unseen in other tribes.

Forsaken Wendigo: The Lodge of Wendigo described in **Lodges: The Faithful** shares a name with the tribe, but not its methods. Members of the Lodge of Wendigo presented here only take members from Blood Talons who have Native American ancestry. Members train to fight corruption in both the physical world and the Shadow. The lodge believes that in this duty and that all of North America is their territory, leading to some real problems when a Wendigo pack barges into another pack's territory. For all that they're proud and aloof, the Uratha who know of the lodge accept their transgressions as being necessary. Even some of the Pure are willing to let the Wendigo keep going, as they serve a useful purpose. The Wendigo cannibal-spirit acts as the lodge's totem.

Systems: An insular and self-reliant group, a member of the Wendigo may not possess the Contacts or Resources Merits. Members must have Purity •• or higher, maintain Harmony 7 or above, and have eight dots spread between Athletics, Brawl, Survival, and Stealth. Members of the lodge can increase Athletics, Brawl, Stealth, Survival, and Weaponry at a rate of (new dots x 2) rather than (new dots x 3), and treat Weather Gifts as tribal Gifts.

RONIN

A few werewolves cannot hold themselves to the rules and laws of Garou society, and strike out on their own. These tribeless Ronin are mentioned on p. 40 of **Werewolf: The Apocalypse** and have been increasing in number. In **Forsaken** terms, any werewolf without a tribe is a Ghost Wolf, and Ronin use the same mechanics. For all that the

Ghost Wolves are the omegas of Uratha society, the scorn and resentment directed at Ronin is something else entirely.

BLACK SPIRAL DANCERS

Werewolves who have given themselves heart and soul to the Wyrms, the Black Spiral Dancers are minions of ultimate corruption who know only negative feelings and seek out nothing short of the coming of the Apocalypse and the victory of the Wyrms in the final war. Black Spiral Dancers have never been presented as a playable tribe in **Apocalypse** due to the extreme nature of their corruption.

In **Forsaken** terms, the Black Spiral Dancers resemble the more overt Bale Hounds—werewolves who worship the Maeljin. If using the revised Harmony rules below, a Black Spiral Dancer is a werewolf with Harmony 0—his connection to the Shadow has withered and died, to be replaced by one that channels the spiritual energies of the Maeljin directly into the Black Spiral Dancer's heart. Other Bale Hounds may exist, but the tribe is made up of those who have given themselves heart and soul over to the existential forces of corruption.

FORSAKEN TO APOCALYPSE

The tribes presented in **Werewolf: The Forsaken** don't have any ties to particular real-world places or cultures—no “Irish tribe” or “Asian tribe.” Instead, the tribes are more like cults of personality centered on the Firstborn children of Father Wolf. They take their philosophies and tribal vows from legends of these ancient spirits. The **Forsaken** tribes are much fewer in number. Specific takes on what it means to be a werewolf, whether strange takes on the existing mythologies or ideas grounded in a single region or culture, show up as lodges. Since each lodge is a relatively small gathering of werewolves that other Uratha may never know about, the number of available lodges offers options that only come into the game when a character expresses interest in the lodge.

This section does not cover the Pure Tribes, for reasons of length. If you want to include the Anshega alongside the Tribes of the Moon, each one becomes a widespread but narrow-minded camp in another tribe. These three camps have shared history with the Forsaken tribes presented here, believing that they committed great evils in the past.

- **Fire-Touched:** A hardline sect of the Children of Gaia, the Fire-Touched serve the spirits with a fervor normally seen only in some human religions, and believe that werewolves should ignore the physical world to heal the Umbra.
- **Ivory Claws:** A secretive network among the Silver Fangs, the Ivory Claws maintain breeding records and track cubs who have the right blood to lead, and believe that only those of pure blood can secure victory in the Apocalypse.
- **Predator Kings:** A fanatic camp of Red Talons, the Predator Kings believe that everything humanity has ever achieved carries with it the taint of the Wyrms, and will not

stop until they have eradicated everything with the stink of humanity on it.

BLOOD TALONS

The Blood Talons feel the raw physical power of the werewolf and the burning Rage within and dedicate themselves to becoming powerful warriors. The tribe's totem, Fenris-Ur, never shied away from a fight. At Father Wolf's side, he would jump in with teeth and claws bared, the last to leave when his prey had fallen. Rage makes all werewolves want to fight, but Blood Talons go beyond that. They've got a whole new set of instincts and a sudden jolt of strength, pretty much out of the blue. The Suthar Anzuth seek to channel their Rage into becoming ideal warriors, lifting themselves up from other werewolves who fight only when their minds are clouded by taking Gauru form, or the madness of kuruth.

Apocalypse Blood Talons: The Blood Talons incorporate aspects of many **Apocalypse** tribes, most notably the Get of Fenris and the Wendigo, but also the Black Furies and Fianna. If you want to incorporate the Blood Talons into an **Apocalypse** game, finding a role for them that doesn't step on the toes of the other warrior-tribes is essential. One example: the Blood Talons strive to be the best individual warriors, rather than parts of a greater whole. A Blood Talon is well aware of her own skills and limitations, and she knows precisely how to use them to achieve victory. Bear, the tribe's totem, holds the tribe to fight and die on the field of battle, never running from a foe. A Garou who throws herself into a Wyrmbest's maw hopes she will kill it, and prays to survive, but one of Bear's tribe already knows she'll kill it from the inside out before she jumps. This insane pride is the undoing of many Blood Talons, who gladly throw themselves into any fight to prove their worth. Without the wisdom to choose her battles, a Blood Talon's life is nasty, brutish, and short—the tribe may not have enough Garou left for the final battle.

System: In **Apocalypse** terms, Blood Talons have access to a subset of the Gifts available to the Get of Fenris and the Wendigo. Their starting Gifts are Camouflage, Razor Claws, and Resist Pain. Their initial Willpower is 4. Their other Gifts are: (Level 2) Halt the Coward's Flight, Snarl of the Predator; (Level 3) Bloody Feast, Might of Thor; (Level 4) Call the Cannibal Spirit (known as "Summon the Fenris Wolf"), Hero's Stand; (Level 5) Call the Hunt (as the Fianna Gift, the Huntsman is an avatar of Fenris-Ur), Fenris' Bite.

BONE SHADOWS

Bone Shadows each echo some of Death Wolf's great hunt that circled the world: the desire for knowledge and secrets. The tribe comprises those werewolves who find the existence of the Shadow far more interesting and worthy of curiosity than anything the physical world has to offer. Death Wolf never tired in her hunt for secrets, finding new truths from a thousand spirits. Shamans, ritualists, wise

men and women all flocked to Death Wolf as a teacher just as Death Wolf had come to Urfarah. These werewolves became the Bone Shadows, who stalk the dark paths and unknown places in search of secrets still unknown. The tribe now dedicates itself to building respect and links between the Uratha and the spirit courts—a slow process.

Apocalypse Bone Shadows: The Bone Shadows take some inspiration from both the Stargazers and the Uktena, though they also incorporate the wandering nature of the Silent Striders. To make them something unique in **Apocalypse**, consider that the Bone Shadows aren't reacting to anything. The Stargazers look within for truths. The Uktena take any scraps of truth they can find from dispossessed people. The Silent Striders hunt for truths that will grant them access to their homeland and ancestors once again. The Bone Shadows hunt the world for truths that will help the fight against the Wyrmbest. Those truths include going where no other werewolves would dare—down into hives of Wyrmbestspawn, studying the habits of the Possessed, and analyzing the patterns of the Weaver's webs. While the tribe's totem, Crow, guides the Hirfathra Hissu in their search, most Garou do not trust the Bone Shadows. Hunting for the words of birth and death in the lore of the Wyrmbest is a sure step towards corruption, and for all the secrets they discover, each one carries a faint scent of taint long after even a Rite of Cleansing. Even though the Bone Shadows have a wealth of rites and useful insights, many werewolves fear that Crow's tribe is waiting to stab them in the back.

System: To include the Bone Shadows in **Apocalypse**, characters draw Gifts mostly from Silent Strider and Uktena Gifts. Their starting Gifts are Sense Wyrmbest, Sense Magic, and Silence. A Bone Shadow's initial Willpower is 3. Their other Gifts are: (Level 2) Blissful Ignorance, Curse of Aeolus (as the Black Furies Gift); (Level 3) Adaptation, Banish Totem; (Level 4) Attunement, Phantasm (as the Fianna Gift); (Level 5) Fetish Doll, Reach the Umbra.

HUNTERS IN DARKNESS

Werewolves who join the Hunters in Darkness are those who find their new senses and instincts drive them to stand apart from human society, finding tracts of wild lands where no humans go to make their territory. The Hunters in Darkness, as their name suggests, are not warriors. They're hunters, silent predators who stalk their prey for days or weeks, observing when he is at his weakest. Only then does the hunter strike, taking her prey with overwhelming force. Not all Meninna heed the call of the wilds to find seclusion; a number tend the weird ecosystems of urban spirits, never getting too close to the mundane life that inspires the spiritual landscape they tend.

Apocalypse Hunters in Darkness: The Hunters in Darkness slot right in to **Apocalypse** as a tribe that tends to the wilderness and the Wyld places without the anti-human bias of the Red Talons, or the Black Furies' focus on Goddess-worship. The Hunters in Darkness instead



exemplify the werewolf as stalker and hunter rather than warrior, a niche that **Apocalypse** leaves relatively unfilled. Boar, the tribe's totem, requires each Hunter in Darkness to take a territory that she calls her own; Theurge and Galiard Hunters favor territory in the Umbra, while Ahroun and Philodox find a space away from humans—not necessarily a space in the wilderness, but one that the werewolf can live in without having to connect with human society. Ragabash have no traditional territory, taking whatever area suits and is part of the territory of their pack. Even away from their territory, the Hunters in Darkness stalk minions of the Wyrn. Their packs stalk weaker Banes, tracking them back to their tainted lairs. Members of Boar's tribe are fiercely individual, neither asking for nor receiving help from other packs. Some even leave their packmates behind on a hunt, claiming that they'd get in the way. The Mennina cut themselves off from others so effectively that they spurn the help of other Garou, and some believe that it's only a matter of time before they break from the Garou Nation entirely.

System: In **Apocalypse**, the Hunters in Darkness draw Gifts from the Red Talons, with a few from other tribes. Their starting Gifts are Beast Speech, Heightened Senses (as the lupus Gift), and Wolf at the Door. Their initial Willpower is 4. Their other Gifts are: (Level 2) Howl of the Banshee (as the Fianna Gift), Sense of the Prey; (Level 3)

Elemental Favor (choose the Glass Walker or Red Talon version of this Gift), Trackless Waste; (Level 4) Doppelganger (as the Glass Walker Gift), Gorge; (Level 5) Gaia's Vengeance, Wyld Warp (as the Black Furies Gift).

IRON MASTERS

The Iron Masters follow in the footsteps of Red Wolf, and have inherited his curiosity. While the Bone Shadows hunt out secrets, the Iron Masters want to change things to see what happens. Father Wolf answered Red Wolf's unending questions with "It is good. Nothing more need be known." Naturally, Red Wolf could not accept his wisdom, and his tribe continues to question things in his tradition. Red Wolf entrusted his tribe with the vow: honor your territory in all things, to ensure that the wily werewolves who followed in his path didn't let their insatiable curiosity affect their territory. Without this vow, the Iron Masters could be capricious and harmful to those around them; with it, they're the Forsaken who are most comfortable in the lands of humanity. Many Forsaken live in the city, but it's only the Iron Masters who are truly of the city.

Apocalypse Iron Masters: A Storyteller wanting to incorporate the Iron Masters into **Apocalypse** must contend with the existence of the Glass Walkers—the existing tribe of city-based werewolves. The Glass Walkers have acted as the wardens of man since the first days of civilization. To

insert the Iron Masters, consider their tribal Ban. Each Iron Master has something that she considers to be her territory. For most, that's either part of a city—a few blocks or part of a neighborhood—or a specific institution. One Iron Master considers a shelter for battered women to be her territory, while a werewolf who Changed when walking between classes now watches over his university. Their Ban in **Apocalypse** comes from Fox, who acts as their tribal totem. Though checked by concerns over their territory, the main weakness of the Farsil Luhai is their curiosity. An Iron Master questions everything, ostensibly to find new insight, but it's very easy to go too far. Why shouldn't the Garou bind Banes into service and use the tools of the Wyrms against their ancient foe? Sensible werewolves know that nothing good can come of the Iron Masters' tactics, but the tribe still experiments in secret.

System: The Iron Masters draw on Gifts from many tribes, including the Bone Gnawers and Glass Walkers. Their starting Gifts are Diagnostics, Resist Pain (as the Philodox Gift), and Trick Shot. Their initial Willpower is 3. The Iron Masters' other Gifts are: (Level 2) Blissful Ignorance, Power Surge; (Level 3) Gremlins (as the Ragabash Gift), Reshape Object; (Level 4) Attunement, Spirit Ward; (Level 5) Chaos Mechanics, Riot.

STORM LORDS

Werewolves who use their Rage to enforce their dominance over other beings, the Storm Lords are the chosen tribe of Skolis-Ur, the Winter Wolf. Legend says that shortly after the Firstborn slew Father Wolf, they turned to Skolis for guidance. Consumed by his own grief and Rage, Skolis howled and left his kin without anyone to turn to. Since that time, neither Winter Wolf nor the werewolves who hold to his example have dared to let their weakness stand in the way of the duty of leadership. The Storm Lords don't assume that they have a right to lead; they endure every burden placed upon them without complaint. An Iminir trains to be the best she can be—one takes on the troubles and weaknesses of her whole pack without complaint, making her a natural alpha. Another is a master tactician, advising her alpha in times of war. Whatever a Storm Lord sets her mind to, she works to master—anything else is second best, and that's worth nothing.

Apocalypse Storm Lords: The Storm Lords stand between the Shadow Lords and the Silver Fangs. While the Silver Fangs believe in having the right bloodline to lead and the Shadow Lords argue and politick among the Garou Nation, the Storm Lords lead by example. The tribe strives for excellence in all things, and to face all claims of weakness with a stoic silence. The West Wind, bringer of storms, ensures that every werewolf who wishes to join the Storm

Lords must undergo a test of endurance. Only once she has proved that she will never allow another to see or tend to her weakness will the totem allow her into the tribe. While some Storm Lords do play politics, the majority put their time into training and leadership—leaving them playing second-fiddle to the Shadow Lords in most septs. A handful of the West Wind's children do manage to impress the Silver Fangs, but mostly end up as advisers and mentors rather than in a position where they can lead. Tired of this lack of respect from septs controlled by Shadow Lords and Silver Fangs, Storm Lords throughout North America and Europe have splintered, taking those packs that trust the Iminir and forming new septs. While these new septs are certainly effective, the Storm Lords are dividing the Garou Nation, turning packs against one another when Gaia's champions need unity.

System: Storm Lords take their Gifts from the Shadow Lords and Silver Fangs for the most part; their starting Gifts are Aura of Confidence, Fatal Flaw, and Sense Wyrms. Initial Willpower is 4. The tribe's other Gifts are: (Level 2) Empathy, Luna's Armor; (Level 3) Paralyzing Stare, Wrath of Gaia; (Level 4) Mastery, Strength of the Dominator; (Level 5) Obedience, Paws of the Newborn Cub

GHOST WOLVES

Werewolves without a tribe, the Ghost Wolves have some reason that they cannot be part of Uratha society. Many cannot stand to sever contact with friends and family, while others remain terrified of what they have become and believe that joining a tribe is too great a step towards accepting their new life.

Apocalypse Ghost Wolves: While **Apocalypse** does include tribeless werewolves in the form of Ronin, these outsiders to the close-knit Garou Nation don't fill the same role as the Ghost Wolves. Instead, consider making them a "tribe" of werewolves who reject a tribe: werewolves who don't join any given tribe and instead fall through the cracks. While many other tribes look down on them, the Ghost Wolves still have allies—chiefly among the Bone Gnawers and Children of Gaia. In **Apocalypse** terms, Ghost Wolves are a "tribe" of werewolves who gather together out of a sense of self-interest, without a totem spirit or patron. To go down this road, use the tribal mechanics presented here.

System: A werewolf who remains a Ghost Wolf cannot take the Ancestors or Pure Breed Backgrounds. Starting Gifts include Persuasion (as the homid Gift), Resist Pain, and Tagalong. Initial Willpower is 3. Ghost Wolves have no direct list of Gifts beyond Level 1, and must learn each one from another werewolf.

SIGNS OF THE MOON

Werewolves in both **Apocalypse** and **Forsaken** inherit roles in their culture from Luna, the spirit of the Moon. While the general function of auspice didn't change much between the games, some auspices shifted in their role to better fit the culture and the mode of the Uratha as opposed to the Garou.

APOCALYPSE TO FORSAKEN

The auspices of the Garou mostly map to the auspices of the Forsaken. Blur the lens some, and a Theurge is an Ithaeur, the Galliard a Cahalith, and the Ahroun a Rahu. Turning a Ragabash into an Irraka takes rather more of a change—the trickster and questioner of the ways bears only a superficial resemblance to the lone stalker. The Philodox' role of judge is part of the Elodoth, but it's only one part of the latter's larger role as spiritual mediators.

Characters of the Theurge, Galliard, and Ahroun auspice use the rules for Ithaeur, Cahalith, and Rahu respectively in **Forsaken**. This section provides **Forsaken** write-ups for the Ragabash and Philodox auspices, along with notes for ambitious Storytellers who want to introduce these new auspices into a **Forsaken** game alongside all of that game's moon-signs.

It bears mentioning one difference: A Garou's auspice is based on the moon's phase when he was born. An Uratha's auspice is based on the moon's phase on his First Change.

THE SHROUDED MOON: RAGABASH

Changing under the hidden moon, the Ragabash wear the guise of the moon as trickster, bringing mirth that can quiet the rage between two hearts and a dose of humility to those who need it most. Moreover, the Ragabash's contrarian mind makes her an excellent advisor, testing plans and arguments to their limits and exposing any weaknesses. When tension hangs in the air, it's up to the Ragabash to lift it—even at the risk of a claw across her laughing, exposed throat.

Some werewolves wonder if the unpredictable humor of the so-called “questioner of the ways” is a symptom of being touched by Luna's fickle sanity. Others realize that the Ragabash have a sacred obligation to play devil's advocate and undermine authority. It's not just a license to crack jokes and play pranks; the Ragabash has to be responsible. She's got to present reasoned, informed arguments that demonstrate the issues with the position she's set against. It's her job to make sure that her pack sees both sides of every issue so they can be sure they're taking the right option, not just the most obvious one.

FORSAKEN INTEGRATION

The Ragabash combine the task of devil's advocate from the Elodoth and the sly cunning of the Irraka to make a contrarian trickster who still has plenty of use as a scout, assassin, and saboteur.

If including Ragabash alongside the five auspices of **Werewolf: The Forsaken** rather than replacing the Irraka, the Ragabash works best when tied to lunar eclipses—moments when Luna hides her face from the world. In that case, play up the touch of madness that inspires the character's trickery. It's up to the Storyteller whether the Irralunim watch Ragabash, or a sixth lunar choir grants their patrona **Primary Renown: Cunning**

Specialty Skills: Persuasion, Stealth, Subterfuge

Gift Lists: Evasion, New Moon, Stealth

Auspice Ability: Trickster's Luck. A Ragabash can survive all manner of harebrained schemes that would see another werewolf dead. Her luck only saves her when she's pushing the very edge, though, and it will come back to bite her later. Whenever a Ragabash is reduced to a chance die, she rolls two dice instead of one. Each die that shows a 10 counts as a success. If she rolls 1 on both dice, the action is a dramatic failure. If she rolls a 1 on one of the two dice, even if she succeeds, the Storyteller can later reduce one of the character's actions to a chance die. If he doesn't do so by the end of the session, that chance is lost. Trickster's Luck does apply to any action forced to a chance die as a result of this ability.

The Change: The First Change of a Ragabash brings with it the burning need to tear apart the accepted order. The new werewolf may lash out at symbols of authority—from policemen to traffic signs—or spend the days leading up to his Change embroiled in radical political action. He wants to fight, but part of him also wants to fail, in order to discover which things can resist his scrutiny.

Quote: You call that a joke? Try this one: what's got two legs and can't walk? You, if you piss me off again.

THE JUDGE'S MOON: PHILODOX

The light and shadow of the half moon reflect the dualities inherent in the werewolf condition: existing in flux between human and wolf, fury and wisdom, flesh and spirit. The Philodox is the edge in between, the balance point. Other werewolves look to her as a mediator: a voice of reason, but also a judge. She's drawn to problems, the trickier the better—and like Alexander faced with the Gordian knot, she's able to see the problem from all angles, and cut through it to a plain solution.

While other auspices make better leaders in times of war, Philodox have a reputation for being level-headed that make them natural alphas. The balance between spiritual wisdom and primal rage makes the Philodox naturally trustworthy. Creatures of honor, the Philodox must force themselves to temper rage with reason. That's not an easy thing for anyone, let alone a werewolf with Rage burning in his breast. When he slips—and every single one will—he can either admit his failing, or pass his error off as the right choice. Too many can't live with the thought of being proved wrong and push on through even as they compound their errors.

FORSAKEN INTEGRATION

The Philodox has many aspects of the Elodoth, though the latter's role as mediator and judge is the main focus of this auspice. Free from their duties to the spirit world, the Philodox can become leaders, investigators, and planners.

It's hard to integrate Philodox among the five auspices of **Werewolf: The Forsaken**. If you do go that route, then much of what's written about the Elodoth applies to the Philodox. Elodoth become envoys between the Uratha and the spirit world, while Philodox take on the role of judge and mediator. Each is a different side of the half-moon, and both receive the favor of the Elunim.

Primary Renown: Honor

Specialty Skills: Empathy, Investigation, Persuasion

Gift Lists: Dominance, Insight, Half-Moon

Auspice Ability: Judge's Eye. A Philodox has an instinctive aptitude for solving problems between werewolves. When another werewolf asks his help, a Philodox automatically gains two dice to any Empathy, Investigation, Persuasion, or Politics rolls made in the course of solving the problem. These bonuses only apply when dealing with other werewolves—humans or spirits don't have an inborn understanding of the Philodox' role.

The Change: A Philodox' First Change recalls every moment that the character could have swung one way or another but eventually found balance. She shapeshifts wildly, swinging through forms like a pendulum, and is blinded with sensory overload. The fog soon clears, presenting evidence of her senses that someone or something that has gone unpunished for a past misdeed—a problem that she corrects with bloody violence.

Quote: You're lying to me. I know it. You have one chance to change your story before I read the truth in your entrails.

FORSAKEN TO APOCALYPSE

Going from **Forsaken** to **Apocalypse**, the conversion between auspices remains fairly straightforward. Here, we present the two auspices that deviate most between versions of the game: the Irraka and the Elodoth, the silent hunter and the spirit emissary, for inclusions into your **Apocalypse** games.

Ithaeur, Cahalith, and Rahu use the rules presented in **Apocalypse** for Theurge, Galliard, and Ahroun characters respectively.

THE STALKER'S MOON: IRRAKA

The Irraka are most comfortable when Luna hides her face. Without the moon's guidance, they use the gift of deception to walk unseen among their enemies. The Irraka is the first one in her pack to follow a trail and the first to catch sight of her prey. She's a consummate scout, able to investigate an area or tail a person far better than other



werewolves. When she faces her prey, the Irraka strikes from an unexpected quarter then vanishes back into the shadows, leaving her pack to open up another angle of attack.

Because they have less of the moon's touch upon her, many Irraka feel closer to human or wolf than Garou. Thanks to this, it can take a while for an Irraka to bond with her pack, especially as she's on the fringes when out hunting. Though a natural outsider, she's not a lone wolf. She needs to be part of a pack, if only so she knows what she's standing aside from.

Apocalypse Integration

The Irraka are stalkers and assassins. They've got the stealthy side of the Ragabash, but without the trickster's remit or the sense of testing plans and ideas to see that they're good. Instead, they're cunning hunters who strike from the shadows.

If including Irraka alongside the five auspices of **Werewolf: The Apocalypse**, the Irraka work when tied to lunar eclipses—they've got the stealthy aspects of the New Moon, but the hunter's edge and aptitude for fighting to win that comes from the Full Moon.

Rank: Use the Ahroun Renown table, with Honor and Wisdom swapped; an Irraka needs Glory 6, Wisdom 3, Honor 1 to achieve Rank 3, for example.

Initial Rage: 3

Initial Renown: 2 Glory, 1 Wisdom (2 Cunning, 1 Glory if using expanded Renown)

Gifts

(Level 1) Blur of the Milky Eye, Falling Touch, Scent of Running Water; (Level 2) Blissful Ignorance, Distractions, Sense of the Prey; (Level 3) Silver Claws, Weak Arm; (Level 4) Attunement (as the Silent Strider Gift), Luna's Blessing; (Level 5) Reach the Umbra, Thousand Forms

Stereotype: The Irraka, born without a guiding moon, is an outsider even among her own pack. Taciturn and thoughtful, she's a shrewd planner and a deadly hunter. Those born when the moon waxes cultivate the art of trickery to deceive their foes and enhance their pack's reputation. A waning Irraka is instead single-minded and devastatingly effective, though not above cultivating a dry sense of humor. If they can be said to have a flaw, it's in being slow to integrate with the rest of their pack. It's not that she doesn't feel like part of the group, but rather that it's hard for her to show it to her fellows.

Quote: You've run through nine cities, four counties, and two states to get away from me. I'm not even tired yet. And neither are my friends.

The Balanced Moon: Elodoth

Elodoth embrace the balance between two points. Rather than being the edge and the point of balance, they act as a bridge between the Garou and both humans and

spirits. While not masters of spirit magic, children of the Half Moon act as envoys and emissaries, forging bonds between septs and the spirits of a dozen realms, bringing sympathetic families of Kinfolk back to the fold, and even making some overtures to sympathetic Fera.

Most Elodoth have no real desire for the pressures of leadership. They'd rather work outside the pack, forging larger alliances and finding new truths. However, they have a natural ability to find the truth from others by being seen to be impartial and talking to everyone involved in a situation. An Elodoth knows that her pack will stand close when things go wrong and people stop talking.

APOCALYPSE INTEGRATION

The Elodoth presented here cleave closer to the role of spirit emissary than their counterparts in **Werewolf: The Forsaken**, as that's the biggest difference between Elodoth and Philodox. If you're replacing Philodox with Elodoth, note that the latter does include the role of judge and even executioner, but often in a less heavy-handed fashion.

If including Elodoth alongside the five auspices of **Werewolf: The Apocalypse**, Elodoth work particularly well when tied to the half-moon along with the Philodox. The former are werewolves born during the waning half-moon, while the Philodox auspice is for those born during the waxing half-moon.

Rank: Use the Theurge Renown table, with Honor in place of Wisdom, Wisdom in place of Glory, and Glory in place of Honor—an Elodoth needs Honor 5, Wisdom 1, Glory 0 to achieve Rank 2.

Initial Rage: 2

Initial Renown: 3 Honor (2 Honor, 1 Purity if using expanded Renown)

Gifts

(Level 1) Beast Speech, Sense Wurm, Spirit Speech; (Level 2) Calm, Glib Tongue, Name the Spirit; (Level 3) Pulse of the Invisible, Spirit Friend; (Level 4) Grasp the Beyond, Scent of the Beyond; (Level 5) Chaos Mechanics, Geas

Stereotype: For all that they favor words and mutual respect, Elodoth are still werewolves, and still ruled by a primal rage. They understand the wild passion of the Ahroun, but their position as the balance and the bridge gives them just as much insight into the twisted mind of the Ragabash and the aloof Irraka. Many Elodoth strive to maintain balance in all aspects of their lives—some spend as much time in human form as wolf, while others try to balance time in the physical world with time in the Umbra. Some Elodoth take the role of contrarian, questioning plans and ideas to find the weak points.

Quote: “Respect your prey.” These words come from the wolf and the man and the moon, and they burn in my heart. You're my prey. Prove you're worth that much. Let the boy go.

BREED

The werewolves of **Werewolf: The Forsaken** are only ever born to humans, though one parent can be a werewolf. If two Uratha mate, the result is a Ghost Child—a spirit dead set on destroying both parents. A werewolf cannot be born with one parent a wolf.

The Garou of **Werewolf: The Apocalypse** have no such restriction. Garou can be the children of human parents, born as part of a litter of wolf cubs, or the deformed result of a union between two werewolves. The breed of a resulting werewolf is the breed of the mother. This section covers importing the **Apocalypse** breeds into **Forsaken**.

BREED FORMS

A werewolf who falls unconscious or dies reverts to his breed form—Hishu to human form and Urhanu to wolf form. While in **Apocalypse**, metis revert to the powerful Crinos war-form, the nature of Gauru form in **Forsaken** (even with the changes presented in this book) makes this problematic. Instead, the Ulle'u can choose which form they revert to when they fall unconscious, either Hishu or Urhan. The player of an Ulle'u chooses which form her character takes when he falls unconscious and can freely switch between Hishu and Urhan.

A werewolf who is pregnant with an Ulle'u child can shapeshift freely—the fetus changes and adapts to the mother's form. The child is born in whatever form the mother takes (Hishu or Urhan, not one of the intermediary forms), and normally stays in that form until puberty when she undergoes her First Change. At times of emotional duress, the child may shift one or even two forms from her “base,” staying in that form until she calms down.

HISHU

Hishu werewolves are all those born of human mothers and form the major proportion of the Uratha population. Born and raised in a human family, they have a mindset and culture rooted in the human world. Without that, werewolves would have no context for much of the modern world, from telecommunications to firearms.

Being born among the hairless monkeys does have its disadvantages—human culture breeds a weaker connection with the spirit world as the young werewolf doesn't have any context for what it feels like when the Hishu touches her soul. Ulle'u and Urhanu werewolves resent Hishu for their impressive numbers, fearing that at any point the two-legs could simply leave the others behind.

Systems: A Hishu werewolf starts with Harmony 6, rather than 7, and Harmony costs (new dots x 4) to raise with experience points. He can only trade off one point of Harmony for experience points at character creation, if the Storyteller allows that option. A human-born ignores one point of Social penalties from Primal Urge (so suffers no penalties at Primal Urge • and ••, -1 at Primal Urge ••• and ••••, and so on).

ULLE'U

When two werewolves breed, the resultant creature is a twisted wretch—still a werewolf, but physically marked with the result of his parents' crimes. The birth of an Ulle'u is never an easy thing, for the physical deformities cause the mother additional problems.

Raised by werewolves, Ulle'u know what they are from an early age. Some change their form when under emotional duress, but actual control over shapeshifting doesn't come until the young werewolf is well into puberty. Before then, she has to keep her emotions in check to avoid shifting in front of people.

For all that Hishu and Urhanu would never admit it, the Ulle'u are natural werewolves. Without the weak connection to the Shadow of the monkey-born or the limited higher reasoning functions of the four-legs, they have a better connection to their natural shapeshifting abilities—though the physical deformity they are born with leaves them marked to their fellows.

Systems: An Ulle'u werewolf has a physical deformity to contend with. She might have no sense of smell, a leathery hide, a withered limb, no tail, a hunchback, a set of brittle horns, or serious mental deficiencies. This deformity works as a Flaw (the **World of Darkness Rulebook**, p. 217), save that it does not grant an experience point when it hinders the character. The Ulle'u deformity gives a penalty on affected rolls. If the deformity would affect hunting or fighting, it applies a -2 penalty; if it applies to other actions, the penalty is -3. Born shapeshifters, the Ulle'u treat any successful shapeshifting roll as a reflexive action.

URHANU

Deeply connected to the soul of the world, the wolf-born are born part of a litter of cubs. The young werewolf soon develops heightened mental capacities—able to reason faster and perform cognitive leaps beyond the abilities of

his peers. These new thoughts and sensations slowly drive the werewolf mad, as he wonders why the rest of his pack cannot understand what he does. Some challenge for leadership, believing that they would make a better alpha and subconsciously re-enacting the murder of Father Wolf. Others remove themselves to the fringes of the pack, needing to be with others but unable to bear it for long.

The challenges of life as a wolf make an Urhanu's First Change almost a given—whether it's a period of starvation when the pack cannot bring down any prey or a helicopter bearing humans with automatic weapons on what the monkeys laughably call a "hunt," the life of a wolf is dangerous. A few Urhanu are born in captivity, but even that's no guarantee that the young werewolf won't Change. The inability to roam free builds the Rage in her breast; she changes form and earns her freedom in blood.

Though the rules of human socialization seem foreign to the wolf-born, they have an inherent ability to read body language and notice subtle smells that makes up for any social deficiency. They do rely on Hishu werewolves to bring them up to speed, and though they have little trouble picking up skills involving co-ordination or simple understanding of social order, Urhanu have a hard time focusing on more theoretical pursuits. Their birth in nature, where the Gauntlet hasn't felt the strong touch of humanity, leaves them with a strong connection to the spirit world.

Systems: An Urhanu cannot choose Mental Skills to be primary at character creation. Worse, any time an Urhanu character attempts an action that relies on a Mental Skill in which she has no dots, she receives a -4 penalty instead of -3. Gift activation rolls are exempt from this rule. On the positive side, Urhanu start with Harmony 8. They're also able to focus on breaching the Gauntlet to the exclusion of pretty much anything else, treating the roll to step sideways (**Werewolf: The Forsaken**, p. 250) as a rote action as described on pp. 134–135 of the **World of Darkness Rulebook**.



SPIRIT MAGICS

Converting Gifts and rites between **Forsaken** and **Apocalypse** isn't an exact science. Were this document to convert each gift present in the rulebook for each version of **Werewolf**, it would contain upwards of three hundred and fifty entries and be far longer than is practical. That list also does not include books containing other powers, such as the Tribebooks for **Apocalypse**, or **The Rage** for **Forsaken**.

Instead, this section provides a framework that allows a Storyteller to take any Gift or rite presented in **Apocalypse** and convert it to **Forsaken** (or vice versa). The Storyteller should work closely with the rest of the group when introducing converted powers to ensure that players who want a specific ability don't feel short-changed.

GIFTS

In addition to shapeshifting and blessings granted by the moon, werewolves in both **Apocalypse** and **Forsaken** have access to Gifts—supernatural powers granted by spirits. In many cases, a Storyteller can use this quick and dirty conversion method to move Gifts from one game to the other. If this system doesn't work, the rest of this section fleshes out a means of converting each Gift on a more mechanical level.

QUICK AND DIRTY CONVERSION

This works much the same whichever system you're starting from: see if a comparable Gift exists in the game you're converting to. Look to the concept of a Gift—does it do what you want your converted Gift to do? If a Gift looks suitably similar, see what would need to change to make the

Gift more like the original version; if it's mostly a case of removing—or adding—restrictions, then you're good to go.

Example: The **Apocalypse** Ragabash Gift: Thousand Forms is an enhanced version of **Forsaken**'s Anybeast, the two-dot Gift from Mother Luna's list. Thousand Forms allows a werewolf to take the form of any animal regardless of Size; the chosen animal doesn't have to be carnivorous or even predatory, and the werewolf gains all appropriate abilities—flying in the form of a hawk, gills in the form of a shark, and so on. The werewolf can even take on the form of mythical beasts, with extra effort—represented in the conversion by increasing the cost.

Thousand Forms thus acts as an optional replacement for the five-dot Gift Primal Form in the list of Mother Luna's Gifts. The werewolf keeps all his own traits, but assumes the Size of whatever animal he becomes and can use any natural abilities of that animal. Taking on the form of a mythical beast costs 1 Essence, 1 Willpower (as opposed to the normal cost of 1 Essence); in such a form the werewolf uses his Gauru-form traits along with the new form's Size and inflicts full Lunacy. He can use any natural traits of the beast, but supernatural ones—including breathing fire or turning people to stone—remain unavailable.

APOCALYPSE TO FORSAKEN

Gifts in **Werewolf: The Apocalypse** are spiritual powers taught to Gaia's defenders by spirits. Each breed, auspice, and tribe has a selection of Gifts available, with a certain amount of cross-pollination between them—a number of the lists include Sense Wyrms, for example.

CONCEPTS

Forsaken groups Gifts into thematically related lists, with a single Gift at each level. When bringing **Apocalypse** Gifts into **Forsaken**, the Storyteller has a couple of options: If you're only bringing one or two Gifts across, simply substitute the **Apocalypse** Gift for an appropriate counterpart; replacing Scent Beneath the Surface with Truth of Gaia, for elf you're bringing a lot of Gifts over, consider making a new Gift list—Cockroach's Gifts for Glass Walker Gifts, or Wolf-Born Gifts for lupus Gifts. This does mean populating each one with at least one Gift of each level, but this makes sense if you're bringing a lot of Gifts over. If you have any "blank" levels, look to existing **Forsaken** Gifts to fill the holes. If you're bringing a particularly large number of Gifts over, this new list might have more than one Gift at each level, or you might break it into more than one list. While the Gift lists presented in **Forsaken** don't have multiple Gifts per level, it isn't hard to include this option — each Gift list has multiple options at each level. When a player buys a new Gift, he can choose any of the Gifts available at that level. As long as he has one Gift from a previous level, he doesn't have to worry about buying Gifts out of order.

It's worth remembering that werewolves in **Apocalypse** can teach Gifts to one another, something that isn't possible in **Forsaken**.

CONVERSION

Many Gifts require a dice roll of some sort. The traits used in most dice pools haven't necessarily changed, but it's worth checking to be sure.

Attributes: If a Gift calls for Appearance or Charisma, substitute Presence. Substitute Wits for Perception.

Abilities: For most Abilities, use the equivalent Skill. Most other Abilities can convert using the table below.

Ability	Skill
Dodge	Athletics
Enigmas	Investigation
Etiquette	Socialize
Law	Academics
Leadership	Persuasion
Linguistics	Academics
Melee	Weaponry
Performance	Expression
Primal Urge	Survival

A Gift that calls for an Alertness roll instead requires a Wits + Composure roll. Where a Gift requires a dice pool involving Rituals, use the werewolf's Occult instead.

Other Traits: Where a Gift calls for a Willpower roll, replace that with a Resolve + Composure roll. A dice pool involving Gnosis instead relies on Harmony. A Gift that calls on Rage instead uses the werewolf's Primal Urge.

Renown: All Gifts in **Forsaken** that require a dice roll use Attribute + Skill + Renown. Choose the Renown category most appropriate to the Gift.

Actions: Unless the Gift specifically states it requires an extended action, activation is usually instant. Some Gifts should be reflexive actions, usually those that don't require a roll or much of the werewolf's attention.

Rage/Gnosis/Willpower: A Gift that requires Willpower expenditure requires the same expenditure after conversion. When a Gift requires Gnosis or Rage points, total up the points needed and halve them (rounding up); the converted Gift costs that amount of Essence—this is necessary as **Forsaken** werewolves have only one pool of spiritual energy, which they regain relatively slowly.

Results: Remember that in **Forsaken**, the number of successes often doesn't matter. A roll has four possible states: dramatic failure, failure, success, and exceptional success. A variable based on the number of successes rolled can be changed to a fixed value—a bonus per success becomes a fixed bonus as though the character had rolled three successes. When a roll succeeds, the direct effect doesn't alter based on the number of successes, but secondary factors—like how long the Gift lasts—might; a number of **Forsaken** Gifts last for one turn or one minute per success.

Resistance: If the Gift would set the difficulty based on one of the target's traits, the converted Gift calls for a contested roll. The target rolls whichever Resistance Attribute is appropriate, plus Primal Urge if a werewolf (see "Supernatural Conflict," **Werewolf: The Forsaken**, p. 103). Where the original Gift would call for a contested roll, the werewolf instead subtracts the target's appropriate Resistance Attribute. In the current World of Darkness, contested rolls do not subtract successes. For more guidance on when to use contested rolls as opposed to resisted ones, see the sidebar "Rule of Thumb: Resistance" on p. 202 of the **World of Darkness Rulebook**.

If the difficulty of the Gift is based on an external factor—such as the complexity of a piece of technology—use that factor as a modifier to the werewolf's roll. In general, the equivalent to difficulty 6 is no bonus or penalty. For each point the difficulty is above 6, apply a -1 penalty—so difficulty 8 is equivalent to a -2 penalty. Difficulty 10 is a special case, applying a -5 penalty. Likewise, for each point below difficulty 6, apply a +1 bonus—difficulty 4 translates to a +2 bonus. This conversion only applies if the difficulty is set by outside factors; if it's based on the target's traits, use either a contested or resisted roll instead.

Example: Desmond's converting Jam Technology, a homid Gift that causes technological devices to cease functioning temporarily. The werewolf chooses what level of technology she wants to disrupt in a 50-foot radius. Computers are difficulty 4, phones difficulty 6, automobiles are difficulty 8, guns are difficulty 9, and knives are difficulty 10. Desmond applies the guidelines above. If the werewolf wants to take out computers, she gets a +2 bonus. A landline telephone has neither bonus nor penalty, affecting cars applies a -2 penalty, affecting guns has a -3 penalty, and affecting knives has a -5 penalty.



Effects: The effects of many Gifts don't change by much. If the results of a Gift would modify another roll's difficulty, it instead applies a bonus or penalty equal to the change. If it applies a bonus or penalty to the target's dice pool, it still does that. If a Gift manipulates both the difficulty and dice pool of a single action, apply only the larger shift.

Gifts that add extra successes to an action instead add bonus dice to that action—in the Storytelling system, one success is all an action needs.

Damage, Soak, and Healing: Gifts that deal damage either do bashing or lethal damage at levels 1–3, with aggravated damage becoming an option at level 4 and above. Because aggravated damage is less common in the current World of Darkness, it requires more supernatural power to inflict. Gifts that allow a werewolf to inflict aggravated damage through transforming part of his body to silver must be level 3 or above and only deal aggravated damage to other werewolves.

Gifts that increase a werewolf's soak (such as Luna's Armor) instead add armor. Rather than increasing armor based on the number of successes, a second-level Gift instead applies 1/1 armor. Each level above that increases both bashing and lethal armor by 1, with an additional point given on an exceptional success.

Very few **Forsaken** Gifts heal damage directly, in direct contrast with **Apocalypse** Gifts like Mother's Touch. Uratha already heal quickly from all wounds; a Gift that increases their already prodigious healing rates conflicts with the **Forsaken** aesthetic. Mother's Touch in particular can be made to work by allowing the user to spend Essence to enhance another werewolf's healing—he can heal one point of lethal damage per turn in exchange for a point of Essence. This happens in addition to the werewolf's normal healing.

Example: Kira's playing a game that synthesizes **Apocalypse** and **Forsaken** that's been going on for a while, and she wants to pick up Wasp Talons for her Black Fury. She works with her Storyteller to convert the Gift. The point of Rage becomes a point of Essence to use the Gift, the dice pool remains Dexterity + Brawl and she figures Glory is the best fit to the Gift. Kira suggests that because it's using the werewolf's claws as a weapon, she can't use it in Hishu or Dalu form. As it's a ranged attack, the Storyteller assumes that the target's Defense doesn't apply. Each success deals a point of lethal damage with a range of 20 yards. The werewolf regenerates her claws on her next turn in place of recovering any damage. The Storyteller makes the Gift available as one of Pegasus' Gifts, a Gift List he's created for converted Black Fury Gifts.

FORSAKEN TO APOCALYPSE

Gifts in **Werewolf: The Forsaken** are abilities given by individual spirits, who grant access to themed lists. Each list is a unique collection of Gifts, though some lists either have similar abilities—Darkness, Eclipse, and Stalking all con-

tain one-dot Gifts that allow dark-vision of some kind—or have similar themes while containing different powers, like City and Urban Gifts.

CONCEPTS

Translating Gifts to **Apocalypse** is in some ways easier than going the other direction—without having to worry about Gift Lists, the Storyteller just needs to work out who has access to each Gift. Most Gifts can be attached to one or two tribes depending on the Gift's thematic elements. If it's something that particularly attaches to an auspice role, then it should be made available to that auspice. Some Gifts are fundamental enough that every werewolf of a given breed should have access to it. Which Gift falls into which category depends on the Storyteller, though she should ask her group for input. Assign each one to a single tribe or auspice first, then work out if it makes sense to give it to another group. Only if it makes sense for all members of a breed to have a Gift should it be made available at that level—a Gift that works as a Red Talons Gift doesn't necessarily make sense for all lupus, unless it's something that even a lupus Glass Walker should have access to.

CONVERSION

Apocalypse uses a slightly different set of traits to **Forsaken**. This section breaks down the changes.

Attributes: Where a Gift calls for Presence, substitute Charisma. If the Gift uses a werewolf's superficial social presence—his looks or the “feeling” he gives off—use Appearance instead. A Gift that uses a werewolf's Wits but involves his sensory abilities should instead use Perception. If the Gift calls for a roll involving Resolve or Composure, it translates to Willpower in **Apocalypse**.

Skills: Most Skills translate to the Ability of the same name. A few things do change in translation. Where multiple Abilities are listed, choose the most appropriate for the Gift in question from the options available.

Skill	Ability
Academics	Linguistics or Law
Athletics	Athletics or Dodge
Investigation	Enigmas or Investigation
Larceny	Stealth
Persuasion	Leadership
Socialize	Etiquette
Survival	Primal Urge or Survival
Weaponry	Melee

Where a Gift calls for a Wits + Composure roll, it should instead use Perception + Alertness.

Other Traits: When a Gift uses Harmony, use Gnosis instead. A Gift that involves Primal Urge instead uses Rage or Stamina + Primal-Urge (Storyteller's discretion).

Actions: A Gift uses the same kind of action in **Apocalypse** as it does in **Forsaken**. Note that the definitions of instant, extended, and reflexive have been firmed up in **Forsaken**, but the principle is the same.

Essence & Willpower: A Gift that calls for a Willpower point doesn't change. Where it calls for an Essence point, work out whether it's calling on the werewolf's primal nature, an easily recharged pool derived from anger, or his inherent reserves of spiritual energy. It costs Rage or Gnosis as appropriate.

Results: While many actions in **Apocalypse** have different results depending on the number of successes, the converted Gift works as it did in **Forsaken**. The results of a success happen if the werewolf rolls a single success; the effects of a dramatic failure happen if the werewolf botches. Though **Apocalypse** doesn't have named exceptional successes, the effect triggers if the player rolls five or more successes.

Resistance: The difficulty of the dice roll for a converted Gift starts at 7. If the Gift calls for a contested roll in **Forsaken**, in **Apocalypse** the roll's difficulty is modified based on the trait used to resist—usually Willpower, but potentially Rage or Gnosis for powers that only affect were-creatures and spirits. When the Gift has a list of potential modifiers, they alter the difficulty of the roll—a circumstance that gives a +1 modifier makes the roll difficulty 6, 0 is difficulty 7, -1 is difficulty 8, and so on, up to difficulty 10 for a -3 modifier. Penalties that would increase the difficulty past 10 instead apply to the dice pool—a -5 modifier would become difficulty 10, with a -2 penalty to the dice pool.

Where the Gift's effects would call for a resisted roll, instead use a contested roll—the dice pool for the contested roll is based on the Resistance Attribute, plus an appropriate Ability. If the Gift is resisted by Defense, the contested dice pool is the victim's Dexterity + Dodge.

Example: *Jacinta's converting Thunderbolt, the five-dot Weather Gift, for her Storm Lord character. As it costs a point of Essence, she notes that the new version requires a point of Gnosis to use. The dice pool remains Intelligence + Survival, with difficulty based on the weather conditions: difficulty 5 if a storm's already raging, difficulty 6 on a cloudy day, or difficulty 10 if the sky is cloudless. The target can roll Dexterity + Dodge to avoid the blast. If the werewolf succeeds, the Gift deals five points of lethal damage plus one per success beyond the first. If she scores five or more successes, the victim is also deafened for two turns—assuming she's not dead from the effects.*

Effects: Most of the effects of a Gift don't need to change. If the results of a Gift rely on a character's traits—such as allowing a werewolf to move a distance determined by Primal Urge—the Storyteller should consider using the number of successes rolled instead. If the Gift would add bonus dice to another action, consider whether it should add bonus successes instead; successes matter more in the Storyteller system.

Damage, Soak, and Healing: Gifts that deal damage do lethal damage at levels 1 and 2, and aggravated damage at level 3 or above. If the power deals damage through the werewolf's natural weapons, it deals aggravated damage at any level as is normal for those weapons. If the Gift pro-

duced sunlight, that light acts as normal sunlight at level 2 or above—dealing the appropriate effects to vampires.

Gifts that grant a werewolf armor still do that. The amount of armor is the same between the two games; in **Apocalypse** it protects equally against bashing and lethal damage. Where a Gift increases (or decreases) a character's Defense, double the result and apply it as a bonus or penalty to the character's Dodge dice pool.

Healing is more common in **Apocalypse** than **Forsaken**. Use the Theurge Gift: Mother's Touch as a general mechanism for a first-level healing Gift. Converted powers will either be lower level than they are in **Forsaken** or have significant advantages in the new system.

Example: *Sagacity is a three-dot Knowledge Gift that one of Jane's players wants for his Glass Walker. She decides to translate the Gift directly. She decides that it should be a Glass Walker Gift, a spiritual means of gaining new abilities without contacting a werewolf's ancestors. Wits + Occult seems a reasonable dice pool, and she considers Wisdom to be the most fitting category of Renown. The one point of Essence required becomes a point of Gnosis. The roll's difficulty is 7 for Knowledges, 8 for Skills, and 10 for Talents, and it increases one Skill (chosen before rolling) by the number of successes rolled. The new dots can be used for any purpose except activating other Gifts. The increase lasts for one minute per success rolled.*

RITES

A werewolf's spirit powers aren't limited to favors that grateful (or frightened) ephemeral beings bestow. Both games include ritual magic that calls on compacts between werewolves and ancient and powerful spirits. Many rites exist in both **Apocalypse** and **Forsaken**, and the Storyteller should use the rite that works in the rules system being used. In instances where a given rite doesn't have an equivalent, use the following system to convert them.

APOCALYPSE TO FORSAKEN

Rites in **Forsaken** have more unified mechanics than those in **Apocalypse**. The dice pool is always Harmony and rites are usually extended actions. To convert a rite, assume that to be the case. A converted rite's requirements are dependent on the rite's level, as follows.

Level	Successes Required	Time Interval
1	10	1 minute
2	10	5 minutes
3	10	10 minutes
4	20	10 minutes
5	30	15 minutes

As these rules involve converting existing rites, the timings and successes required may not necessarily match up with the other rites presented in **Werewolf: The For-**



saken. If a rite requires the ritemaster to spend a point of Gnosis, it instead requires a point of Essence. The effects of the rite work as indicated in **Werewolf: The Apocalypse**.

Some rites interact directly with parts of the **Apocalypse** cosmology that don't exist in **Forsaken**—the Triat, for example, has no equivalent, and loci aren't linked by Moon Bridges. Rites that deal with Wyrmtaint directly could instead affect the resonance of an object or spirit taken from a Wound. While the Rite of Cleansing wouldn't be enough to close a Wound, it could still remove the poisoned resonance from people. Banes still exist in **Forsaken** as spirits that serve the Maeljin, so rites that affect banes continue to do so. The Weaver doesn't have an equivalent, though rites associated with her can either affect all spirits of man-made items, or just those associated with stasis, conformity, and permanence—the Storyteller should decide which before the game starts.

While loci are not typically joined by Moon Bridges, a rite can forge connections between two loci. It could allow werewolves with access to either locus to draw off a measure of the Essence provided by both, or even speed travel through the Shadow between the two loci—a feat not without significant danger, as the Uratha would not be protected from other spirits. All such rites would require an exchange of touchstones between the two loci; if either touchstone is drained, the connection breaks immediately.

FORSAKEN TO APOCALYPSE

To convert a **Forsaken** rite to **Apocalypse**, first work out what category the rite fits into. This should be reasonably straightforward based on what the rite does. For example, Banish Human and Banish Spirit are both Rites of

Accord as they deal with restoring something to its natural state and balance. This sets the dice pool and difficulty of the action. Most rites in **Forsaken** are extended actions, and this doesn't change in conversion.

When the rite has a list of suggested modifiers, apply them to the difficulty of the roll—a +2 bonus to the ritemaster's dice pool translates to a -2 difficulty; likewise a -1 penalty increases the rite's difficulty by one. The results of a dramatic failure occur on a botch; the effects of a success are the same as in **Forsaken**.

FETISHES

Fetishes are another similar system between both Werewolf games. The main difference is in activation. To convert a fetish from **Apocalypse** to **Forsaken**, the required action is usually instant; a few fetishes instead require a reflexive action. To convert from **Forsaken** to **Apocalypse**, add three to the level of the fetish to get the fetish's Gnosis.

Example: *The Monkey Puzzle is a Level Four fetish in **Apocalypse** with Gnosis 6. In **Forsaken**, it's a four-dot fetish that requires an instant action to activate.*

Example: *The Bone Whistle is a four-dot fetish in **Forsaken**. In **Apocalypse**, it's a Level Four fetish with Gnosis 7. When activated, a spirit can resist the effects by rolling Willpower and scoring more successes than those rolled to activate the fetish.*

Note that in **Apocalypse**, a klaive is a specific form of silver fetish weapon. In **Forsaken**, these weapons deal +2 lethal damage, aggravated when used against werewolves, and activating with a reflexive action to deal aggravated damage to anyone. **Forsaken** uses “klaive” as a term for any hand-to-hand weapon with a bound spirit to make a fetish.



TRAITS AND SYSTEMS

The two **Werewolf** games have similar core systems, but the devil is in the details. Some traits appear in both games but with very different functions, while others are the same in almost all but name. This section attempts to convert those systems to better represent the werewolves of one game with the rules of another.

Spiritual Both **Werewolf** games feature as protagonists monsters who are half flesh and half spirit as much as half man and half wolf. The Garou of **Apocalypse** view their spiritual side in light of the Triat, while the Uratha of **Forsaken** are the hunters who guard the boundary between worlds.

Apocalypse to Forsaken

A Garou's spiritual strength is measured through the Rage and Gnosis traits—while Gnosis directly handles dealing with the spirit realm, the Garou's Rage is also a spiritual gift, given by Luna. **Forsaken** measures spiritual power by the Primal Urge trait, while some aspects of connection to the spirit world are part of Harmony.

If running **Apocalypse** in **Forsaken**, Gnosis translates to Harmony. It's the dice pool for using rites and for activating fetishes. Werewolves in **Forsaken** start with seven dots in Harmony (though see the optional **Breed rules**, p. 20).

To represent the Garou's problematic relationship with silver, carrying an object made of silver applies a -1 modifier to all Harmony rolls per object.

Rage translates to Primal Urge, but it's not as close as the link between Gnosis and Harmony. Primal Urge starts with one dot for all characters and isn't linked to effective-

ness in combat. Primal Urge is a much broader trait than Rage, covering everything from how much Essence a character can hold and use to how high his Attributes can be. Setting it to the same value as the starting Rage for each auspice can lead to a large imbalance in the pack when the Ahroun not only adds five dice to the resistance roll against supernatural powers, but also has more Essence and is able to spend more of it per turn.

Instead, have everyone start with ten points to spend on Merits instead of seven, with a limit that Philodox and Galliard must use three points to raise Primal Urge to 2, and Ahroun must use six to raise it to 3. No character can start the game with a Primal Urge higher than 3.

The separate pools of Rage and Gnosis points are collected into the Essence pool, which works the same as it does in **Werewolf: The Forsaken**.

Primal Urge doesn't exist as a Skill in **Forsaken**. In instances where it would apply to thinking and acting as a wolf, replace it with Survival. In some cases—where it taps into the fundamental Rage within a werewolf—use the Primal Urge trait directly. A prime example of this latter case is Animal Attraction (**Werewolf: The Apocalypse**, p. 199), where the dice pool under the **Forsaken** system would be Presence + Primal Urge.

Forsaken to Apocalypse

An Uratha's connection to the spirit world is a direct result of how closely he holds to the balance of spirit, wolf, and man. This is represented by the Harmony trait. Primal Urge taps into the deep Rage that lurks in his heart.

If running **Forsaken** with **Apocalypse** rules, use Gnosis to represent Harmony. As all Uratha are human-born, they should start with one point and can raise it with freebie points as normal. While Gnosis does measure spiritual connection, it's a different thing—divorced from a werewolf's conduct and something to be gained through meditation and introspection rather than abiding by behavioral rules. Uratha do not suffer Gnosis penalties for carrying silver objects.

Rage likewise acts as a translation of Primal Urge, being a close connection to the fundamental anger that underlines a werewolf's existence. In **Apocalypse** rules, Rage comes from auspice. A character should start with Rage as appropriate for her auspice.

As spiritually empowered hunters, Uratha can track their prey with supernatural skill. If a werewolf has tasted the blood of his quarry, any rolls to track the victim by scent are made at -3 difficulty.

While the Garou have no direct means of detecting other werewolves beyond the Gift: Scent of the True Form, Uratha can smell one another out. This works as it does in **Forsaken**, but the dice pool is Perception + Primal-Urge (difficulty 6).

SHAPESHIFTING

APOCALYPSE TO FORSAKEN

Shapeshifting works much the same in both games—characters have five forms, with bonuses to each form. The details of each are different, however: Garou can remain in their war-form for as long as necessary and that war-form is notably more powerful. The combat assumptions in **Forsaken** are different from **Apocalypse**. Specifically, **Forsaken** assumes that werewolves should hunt as a pack rather than being individual warriors, and aggravated damage is much scarcer in the current World of Darkness. To make the Garou into primal warriors using the **Forsaken** rules, apply the following changes:

- Dalu and Urshul forms get 9-again on all Strength rolls, including attack rolls. Gauru gets 8-again on all Strength rolls.
- Gauru, Urshul, and Urhan forms use the higher of Dexterity and Wits to determine Defense.
- A character can remain in Gauru for as long as she remains conscious, can attempt Mental and Social rolls as normal, and does not need to make a Resolve + Composure roll to hold off Death Rage if she takes an action other than attacking or moving towards an enemy.

This last alteration is necessary to portray Garou in **Forsaken** terms, where the war-form has its ceremonial uses along with tearing enemies limb from limb. If you're looking to bring across the more powerful Garou forms but prefer the more savage nature of the **Forsaken** Gauru form, ignore it.

If you're using **Forsaken** rules to play **Apocalypse**, remember that homid and lupus Garou do not regenerate in their breed forms, but do not suffer the effects of silver in those forms. Also, note that every werewolf has the equivalent of the one-dot Mother Luna Gift, Partial Change.

The Delirium inflicted by werewolves in Crinos form is mirrored in **Forsaken**'s Lunacy rules. Though Lunacy groups humans into rough bands based on Willpower, it still applies. The equivalent to the optional Wits + Occult roll to resist Delirium comes in the form of the Resolve + Composure roll to resist Lunacy.

FORSAKEN TO APOCALYPSE

In many ways, the forms of **Apocalypse** pack more raw power than the forms of **Forsaken**. That's necessary, for **Apocalypse** assumes a world in which aggravated damage is common and combat involves multiple participants using supernatural powers to act many times per turn. An Uratha using **Apocalypse** rules can use her teeth and claws to deal aggravated damage in the same way as a Garou can.

Changes to the forms to reflect the Uratha mostly revolve around the Crinos form. As in **Forsaken**, a werewolf must either attack an enemy or move towards the nearest enemy (see p. 172 of **Werewolf: The Forsaken** for full details). If she does anything else, she must first succeed at a reflexive Willpower roll (difficulty 7). If she fails that roll, she falls into Death Rage. Most Abilities are out of the question—the werewolf can only take actions involving Primal Urge or Intimidation, or Willpower to resist negative effects. Other rolls fail automatically. The character suffers +3 difficulty on all rolls to resist Death Rage (in place of the -2 modifier).

A werewolf can stay in Crinos form for a number of turns equal to (Homid) Stamina + Rage. At the end of that time, she must either spend a point of Rage or roll to shapeshift into another form. If the roll fails or she doesn't have Rage to spend, she takes her breed form.

Crinos form inflicts Delirium as normal. Glabro and Hispo also inflict Delirium; witnesses act as though their Willpower were 4 points higher on seeing a werewolf in Glabro, and 2 points higher on seeing a Hispo-form werewolf.

Note that by default, Uratha must purchase a Gift to use the Partial Change rules. It's up to the Storyteller whether this restriction remains in place.

VIRTUE AND VICE

In **Forsaken**, as in the rest of the current World of Darkness, all characters have a Virtue and a Vice. Indulging a Vice gives a single point of Willpower and can be done once per scene. Indulging a Virtue gives a character all her Willpower back and can be done once per chapter (game session). This gives some more structure to regaining Willpower, encouraging each werewolf to act out the best—

and the worst—of her personality. If you want to introduce Virtue and Vice to **Apocalypse**, the rules don't change.

HARMONY

The current World of Darkness introduced the idea of all characters having a trait that measures their psychological balance. For humans this trait is Morality, and acting in an “immoral” fashion leads to psychological imbalance and eventually madness. Degeneration isn't a punishment, but highlights that actions have consequences in the World of Darkness.

Forsaken takes this idea in an entirely different direction. A werewolf's connection to the spirit world depends on maintaining a fine balance between human and wolf, flesh and spirit. The Harmony trait measures that. Unlike other forms of the Morality trait found in the World of Darkness, Harmony spells out what it means to be Uratha—it doesn't matter if a werewolf kills a human or a wolf, it matters if you kill them needlessly. Grand theft and destruction of property is no more immoral than driving to work, but revealing the existence of werewolves to a human is the equivalent of manslaughter. In addition to insanity, werewolves with low Harmony exhibit patterns of behavior equivalent to a spirit's ban.

APOCALYPSE TO FORSAKEN

Actions have consequences in **Apocalypse** just as they do in **Forsaken**. The values of the Garou are as alien to humans as the values of the Uratha, though the two kinds of werewolves do not share the same values. Where the Uratha are hunters, the Garou are warriors.

If you're running **Apocalypse** with **Forsaken** rules, characters still have a Harmony trait. Breed sets a character's starting Harmony; going against the tenets of Harmony still calls for degeneration rolls. Use the following hierarchy of sins in place of the one on p. 181 of **Werewolf: The Forsaken**.

Explanations of the sins on this chart

Using human technology: Human technology is the creation of the mad Weaver. While much of it has obvious use, from cellphones in modern cities to the claymore mines in the Amazon War, using it is implicitly praising the Weaver above Gaia's creation.

Disrespecting the beasts of Gaia's creation: Treating animals and creatures of the wild as something other than the fellow creatures of Gaia; hunting without performing the Prayer for the Prey; killing animals that are not Wyrmspawn for reasons other than food.

Ingesting a toxin for pleasure: Many werewolves were human and still have human vices, but the Garou are the sacred warriors of Gaia, their bodies honed to fight against the depredations of the Wyrms. Cigarettes, alcohol, and most drugs are riddled with Wyrmtaint; ingesting that taint is never a good idea.

Ignoring an opportunity to combat the Wyrms: Sometimes, the best thing to do is wait for your enemy to make a move. Even so, it goes against the Litany and every fibre of a werewolf's being to let the corruption of the Wyrms fester and boil without doing something about it.

Disrespecting those of lower station: Werewolf psychology revolves around the pack, and beyond that the sept; ideas of rank and station are hard-wired in. Disrespecting those beneath him shows a werewolf is willing to put himself before his pack and before other werewolves.

Refusing an honorable surrender: The Garou are on their own against fundamental forces of creation. To refuse an honorable surrender when two werewolves fight means putting yourself above other werewolves, opening the door for the Garou to slay one another and let the Wyrms and Weaver go unopposed.

Mating with other Garou: It's in the Litany for a reason beyond prejudice, and it again goes back to the hard-wired pack instincts. Two werewolves who enter into a

Harmony

10
9
8
7
6
5
4
3
2
1

Threshold Sin

Using human technology
Disrespecting the beasts of Gaia's creation
Ingesting a toxin for your own pleasure
Ignoring an opportunity to combat the Wyrms; Disrespecting those of lower station
Refusing an honorable surrender; Mating with Garou
Disrespecting those of higher station; Allowing Wyrmspawn to live
Murdering a werewolf; depraved indifference towards victims
Eating the flesh of humans; Breaching the Veil
Aiding spirits of the Wyrms
Violating a caern; Betraying your sept

Dice Rolled

(Roll five dice)
(Roll five dice)
(Roll four dice)
(Roll four dice)
(Roll three dice)
(Roll three dice)
(Roll three dice)
(Roll two dice)
(Roll two dice)
(Roll two dice)

relationship value one another higher than other members of their pack, and that puts the pack at risk.

Disrespecting those of higher station: The Garou aren't a classic military force, but their society is thick with hierarchies. While leaders can be challenged during times of peace, disrespecting those above you without issuing a formal challenge is insubordination that serves only to weaken confidence in a leader.

Allowing Wyrmspawn to live: While one can plan and wait before exterminating a hive of corruption, knowing of such a den—be it a nest of fomori or a Pentex subsidiary pouring foulness into the atmosphere—and doing nothing to stop it goes against the Garou's very reason to be.

Murdering a Garou: Sometimes, werewolves duel or fight and neither is sensible enough to offer surrender. And sometimes, werewolves plan to murder other werewolves in cold blood. Turning against your own kind in such a way, without even the decency to offer a challenge, is craven weakness.

Depraved indifference towards victims: Even human beings are creatures of Gaia, at least in part. Inflicting pain without meaning or torturing living creatures creates exactly the spiritual conditions that Wyrmspawn thrive upon. Killing quickly and cleanly prevents such corruption from festering.

Eating the flesh of humans: Werewolves are part human, and even for a lupus consuming human stock feels wrong. Human meat makes werewolves fat and lethargic, in no state to hunt challenging prey like the Wyrmspawn who feast on the spiritual resonance of cannibalism.

Breaching the Veil: Garou have an obligation to save Gaia. They can't do that with the attention of vampires, magi, monster-hunters, and the agents of the Wyrms all well aware of who the werewolves are and where they go. Acting openly and inflicting the Delirium causes mass panic and does as much damage as the Wyrms-creatures that the werewolves hunt.

Aiding spirits of the Wyrms: Wyrmspawn don't do things out of the goodness of their own being. Tainted by the Triatic force of corruption, aiding any one in its tasks is tantamount to aiding the Wyrms itself to consume Gaia.

Violating a Caern: If a caern is destroyed, part of the Earth's power is destroyed. Even the weakest caern is a powerful weapon in the hands of the Garou; destroying one is unforgivable.

Betraying your Sept: The bond between a werewolf and her sept is one of the fundamental parts of Garou existence, greater than the bonds between family or friends. Betraying the trust a sept places in each member is treason of the highest order, a strike against the whole Garou Nation.

Black Spiral Dancers are the only werewolves to survive long with Harmony 0. Their only connection to the Umbra—and their only real agency—comes directly from



the touch of the Wyrms. Everything they are and everything they do is to further the ends of corruption and to slay the very spiritual essence of the Earth.

A werewolf with Harmony 0 who does not walk the Black Spiral has her connection to the Umbra permanently severed. The character is locked into his breed form (metis take either Homid or Lupus form when they lose their last dot of Harmony), and cannot change shape or heal from damage. He cannot use Gifts, rites, or fetishes, and cannot regain Rage—though he can spend any points he has left. Forever cut off from part of his soul, he falls into a deep and painful depression. Some such werewolves take their own lives. Others throw themselves into suicidal tasks in the hope of redemption. None have survived.

FORSAKEN TO APOCALYPSE

If running **Forsaken** with **Apocalypse** rules, the Uratha still cleave to Harmony. Count four empty dots to the right of the character's Gnosis dots, and underline that one. That's the character's Harmony score. When Gnosis increases, Harmony increases, up to a maximum of Harmony 10 as normal.

When a werewolf commits a sin against Harmony, roll the dice pool indicated on the hierarchy of sins against difficulty 7. If the roll fails, move the underline left by one dot—lowering the character's Harmony by one. A werewolf cannot have Gnosis higher than her Harmony; once they're equal, she must increase Harmony before she can increase Gnosis. To do so, the werewolf performs an act of contrition, and spends (current Harmony x 2) experience points.

Whenever a character loses a point of Harmony, she rolls Willpower against difficulty 7 to avoid a derangement. The effects of low Harmony, such as picking up spirit bans, are the same as in **Werewolf: The Forsaken**.

FRENZY

Werewolves in both **Apocalypse** and **Forsaken** must be wary of the Rage within. It can transform any werewolf into an unthinking beast who lives only to kill. Any werewolf can lose control, given the right provocation.

APOCALYPSE TO FORSAKEN

Characters can fall prey to frenzy at any time, and it translates to what **Forsaken** calls Death Rage. A Garou who falls prey to frenzy should make a reflexive Harmony roll, with a penalty of his own Primal Urge. If that roll succeeds, he shifts to war-form and must move towards or attack an enemy, and suffers all of the restrictions described for the Uratha's Gauru form.

If the Harmony roll fails, the character suffers the full effects of Death Rage as noted in **Werewolf: The Forsaken**. Note that Death Rage includes what **Apocalypse** considers a fox frenzy, but it's invoked in specific circumstances. If the Harmony roll is a dramatic failure, the character enters Thrall of the Wyrms as appropriate for his Breed. When in Thrall, the roll to avoid falling prey to the Wyrms' urges is Resolve + Composure; the character succumbs if he fails the roll.

FORSAKEN TO APOCALYPSE

Forsaken characters enter a form of frenzy every time they shift to Gauru form. They only fall prey to the madness of kuruth by rolling six or more successes on a Rage roll, similar to Garou falling prey to the Thrall of the Wyrms. The Storyteller can call for a Rage roll whenever the character is provoked, with between one and three bonus dice depending on the provocation, purely to see if the character frenzies. The difficulty of that Rage roll is affected by the phase of the moon as noted in **Werewolf: The Apocalypse**.

Death Rage progresses much as the Thrall of the Wyrms does for homid Garou. Whether the frenzy that results is a berserk frenzy or a fox frenzy is up to the Storyteller. Most Uratha fall prey to berserk frenzy unless close to death, when flight becomes the better option.

RENOWN

Werewolves in both games measure their place in society by how that society regards them. The devil's in the details, though, both in the kinds of Renown measured and how other werewolves know of it.

APOCALYPSE TO FORSAKEN

Forsaken tracks five kinds of Renown, up from the three used in **Apocalypse**. Cunning and Purity join Glory, Honor, and Wisdom in bringing one type of Renown for each auspice. Each Renown type is however limited to five dots, rather than 10.

Cunning Renown fits right into **Apocalypse** as a category, and is the favored Renown of the Ragabash. In **Forsaken**, Purity is the Renown of werewolves who adhere to Harmony—who are exemplars of werewolves in the current World of Darkness. It doesn't take much to shift that around. To the Garou, Purity is the Renown of those werewolves who focus on fighting the Wyrms and the Weaver above absolutely everything else. Glorious warriors can tell tales of historic victories; the Purest Garou take these stories as inspiration for their next raid on the Wyrmspawn. The full moon is the warrior's moon, and as such Ahroun favor Purity Renown.



When playing **Apocalypse** with **Forsaken** rules, characters start with one dot of Renown in their tribe's favored Renown (see the Tribes section above), one dot in auspice Renown, and one dot to place as desired. Rather than having a chart of Rank by auspice and Renown, remember that a werewolf can never have a category of Renown higher than his tribe or auspice Renown. Because of this in-built limit, Garou can track Rank based on total Renown, rather than specific amounts in either.

Rank	Total Renown
1 (Cliath)	0
2 (Fostern)	7
3 (Adren)	13
4 (Athro)	19
5 (Elder)	25



When a character has performed a deed worthy of a new dot of Renown (see the Renown descriptions in **Forsaken**, and the modified Purity description below), she can petition a werewolf of higher Renown to perform the Rite of Accomplishment. This rite uses the same system as the Rite of the Spirit Brand in **Forsaken**, but it's entreating the sept to acknowledge the werewolf's deeds—spirits do not factor in to the werewolf's increase in Renown. Once a Garou has enough Renown to increase in Rank, she challenges another werewolf of higher Rank as normal.

LOSING RENOWN

Renown in **Forsaken** is a measure of a werewolf's esteem in the eyes of Mother Luna (for the Tribes of the Moon, at least). As such, it's given by the spirits—the Rite of the Spirit Brand asks the Lunes to mark the werewolf with the actions they've seen from him. As such, any failure on the werewolf's part is inherent in the chance of failure for the Rite.

The Garou, on the other hand, judge Renown among one another—it's awarded by the sept for actions that each werewolf is known to have performed. If a Garou is very careful and nobody knows that he's broken the Litany, he doesn't suffer any penalties. Conversely, the Garou loses Renown as he performs deeds that do not endear him to his sept. To that end, it's a lot easier for a Garou to lose points of Renown than it is for one of the Forsaken.

If a Garou performs an act that contravenes the base expectations of that category of Renown (see pp. 194–196 of **Werewolf: The Forsaken**, plus the new description of Purity Renown, below), she may lose standing in her sept's eyes. When the other werewolves hear of it, she has to make the following roll:

Dice Pool: Harmony – Renown category breached

Roll Results

Dramatic Failure: The werewolf is shamed. He loses a point of the Renown category in question, and suffers a –2 penalty to all Social rolls with members of the same sept for the next lunar month (28 days). He does not suffer the penalty against members of his own pack.

Failure: The werewolf loses a point of the Renown category in question.

Success: Either he got lucky or his fellows can smell his remorse. The character loses no Renown, but suffers a –2 penalty to any further rolls to avoid Renown loss for the next lunar month.

Exceptional Success: However he's managed it, the character has got away with it. He loses no Renown and suffers no penalties.

Suggested Modifiers

Modifier	Situation
–3	Action hurt or killed members of the sept
–2	Auspice or Tribal Renown
+1	Accuser is Athro or Elder rank
+1	Accuser is at least two ranks lower than the accused

PURITY RENOWN

As the pure light of the full moon highlights corruption, so to do werewolves who adhere to Purity Renown burn out the taint of the Wyrms wherever it is found. Purity is about more than just finding Wyrmspawn and flying into



a frenzy, though—it is the strength of Rage tempered with the careful planning of a seasoned warrior. A werewolf who holds to Purity knows well when to send his pack on a surgical strike to cut out the heart of a tainted group, and when to engage in all-out battle. Garou who strive for Purity don't force their views on other werewolves, but they lead by example—and expect their pack and their sept to listen when necessary.

Base expectations: Werewolves frenzy—they're creatures of Rage, after all—but the Garou expect other werewolves to channel their Rage against the Wyrms and avoid falling to the Thrall of the Wyrms. Beyond self-control, werewolves expect one who adheres to Purity to root out corruption wherever it festers. Discovering a hive and retreating to plan is one thing, but ignoring the Wyrmspawn to focus on other concerns is a sure way to lose Purity.

Feats of Purity: Discovering a source of the Wyrms' taint; removing the taint from an area; cleansing humans and spirits of the Wyrms' touch; holding to the Litany in the face of great temptation; loosening the Weaver's hold over an area; any other monumental feat of zeal or self-restraint, channeled against the Weaver or Wyrms.

FORSAKEN TO APOCALYPSE

Apocalypse only tracks three kinds of Renown rather than the five of **Forsaken**. The existing Renown types extend to 10, rather than 5, and Renown gains and losses are tracked by temporary points.

To best represent the Uratha, Cunning and Purity can be added to **Apocalypse**. The structure of Renown in **Forsaken** helps portray how an Uratha should act; and leaving out two-fifths of those constraints can't help but affect how

werewolves are portrayed during play. These elements can also blend back into **Apocalypse**, using the modified form of Purity in the section above to represent Garou with five Renown categories in **Apocalypse** rules.

Award temporary points of Renown based on the suggestions below.

Remember that Renown is measured by spirits, not by other Uratha, and Lunes are always watching. When a werewolf commits an act that would lower Renown, she loses points of temporary Renown immediately. The Rite of the Spirit Brand is used to cement a werewolf turning ten points of temporary Renown into a point of permanent. Use the system for the Rite of Accomplishment in **Werewolf: The Apocalypse**.

When using this system, werewolves start with a dot of Renown from auspice, a dot from tribe, and a dot placed wherever the player likes, as in **Forsaken**. A werewolf's equivalent spirit Rank is a factor of her Renown, though with twice as many points in total the levels shift by necessity.

Renown Total	Honorary Rank
0–11	Two
12–25	Three
26–47	Four
48+	Five

LOSING RENOWN

The **Apocalypse** rules allow for a werewolf to lose Renown. This is possibly even more appropriate for the Uratha, given the ever-watching eyes of the Lunes. A werewolf who loses more temporary Renown than he has in a given category loses a dot of Renown to gain 10 temporary Renown. That loss can affect his honorary Rank among spirits.

Cunning

Create a new and innovative battle strategy	1
Prevent humans from knowing of the Uratha without using violence	2
Killing a foe and having his allies think it an accident	3
Convince one foe to attack another	5
Turning all your foes against one another without being caught	7
Go into a dangerous situation without being suitably wary	–1
Take an enemy at face value without questioning their motives	–3
Deceiving one's packmates for reasons other than their Renown	–5

Purity

Hold off Death Rage long enough for your packmates to escape	1
Saving the life of a wolf-blooded	2
Slay a foe in combat without treachery or trickery	3
Saving the life of a packmate	5
Lead a crusade against the enemies of Luna	7
Give in to Death Rage	–1
Attacking a packmate in the throes of kuruth	–3
Breaking the Oath of the Moon	–5

If a werewolf loses points in the primary Renown of his auspice or his tribe, any Renown category that then would be higher than his primary Renown is reduced as well so that it's equal to his primary.

Example: *Shack didn't think to look where he was going and that cost him dearly. His mistake cost him Cunning Renown, enough to drop him from 6 dots to 5. As an Iron Master Elodoth, he had Cunning 6, Wisdom 3, Glory 6, Honor 4, and Purity 3. Because no category of Renown can be higher than the highest of his primary Renown types, he drops to Cunning 5, Wisdom 3, Glory 5, Honor 4, and Purity 3. Were he a Cahalith, he'd only have lost the dot of Cunning, as Glory would be his other primary Renown.*

BACKGROUNDS, MERITS, AND FLAWS

Backgrounds in **Apocalypse** represent a character's ties to the world around her, including social connections and ties that are specific to the Garou. Most Backgrounds in **Apocalypse** are represented by Merits in **Forsaken**. Conversely, the Merits of **Forsaken** take the roles of both Backgrounds and Merits (introduced in the **Player's Guide to the Garou**), covering not just specific ties to the world but also exceptional traits that aren't recorded elsewhere.

APOCALYPSE TO FORSAKEN

If using **Forsaken** rules to play **Apocalypse**, use the Ancestors and Pure Breed Merits below. The Storyteller should look closely at Merits from the **Player's Guide to the Garou** and see if it corresponds to a Merit in **Forsaken**. If not, or if the troupe doesn't have access to that book, the Storyteller will have to judge each Merit on a case-by-case basis.

Forsaken gives each character seven points of Merits and doesn't restrict which Merits a character can take.

In **Forsaken**, Flaws provide extra experience points rather than a single up-front bonus. Changing a Flaw from **Apocalypse** to **Forsaken** is easy enough: treat each one as a standard Flaw, using the system on p. 218 of the **World of Darkness Rulebook**. Don't worry about a Flaw's "level." More punishing Flaws will hinder the character more often, giving him more experience points.

NEW MERIT: ANCESTORS (• TO •••••)

Effect: As half-spirit entities, werewolves have a unique ability to tap into ancestral memories, channeling the resonance of those who have gone before to improve his abilities. Once per chapter (game session), the werewolf can attempt to contact his predecessors.

Action: Instant

Dice Pool: Primal Urge + Ancestors

Roll Results

Dramatic Failure: The character makes contact with an ancestor who is tainted or otherwise unstable. For the rest of the story, she suffers a derangement of the Storyteller's choice.

Failure: The werewolf is not able to make contact.

Success: The character makes contact with an ancestor who can help. The player can allocate a number of bonus Skill dots equal to the dots in the Ancestors Merit, up to a total of five dots in any Skill. These bonus dots last until the end of the scene.

Exceptional Success: The character is left with new insight after contacting an Ancestor. Increasing one of the affected Skills during the story costs (new dots x 2) experience points. If the player chooses not to increase the affected Skills by the end of the current story, this bonus is lost.

NEW MERIT: PURE BREED (• TO •••••)

Garou take great stock in ancestry. A werewolf from a powerful and respected bloodline has a distinct advantage in werewolf society, even among those who have turned against it. Of course, he also has a greater legacy to live up to.

Effect: Add a character's Pure Breed dots to any Social Skill rolls made with other werewolves, including Black Spiral Dancers and Ronin.

Drawback: Subtract half the character's Pure Breed dots (rounding up) from the Harmony pool to resist Renown loss.

FORSAKEN TO APOCALYPSE

The current World of Darkness combines the roles of Backgrounds with Merits from the original system. As such, the Storyteller is strongly recommended to use the Merits and Flaws systems introduced in the **Player's Guide to the Garou** when running **Forsaken** with the **Apocalypse** rules.

The Uratha, having neither a strong connection to ancestor-spirits nor a particular care for heroic lineage, do not use the Ancestors or Pure Breed Backgrounds. The Tribes of the Moon don't have any Background restrictions; all have five points with which to purchase Backgrounds.

PACK TACTICS

Werewolves are pack creatures, whether the Uratha of **Forsaken** or the Garou of **Apocalypse**. Both kinds of werewolf have access to pack tactics—special maneuvers that take advantage of the bond between packmates to make the whole greater than the sum of its parts.

While **Werewolf: The Apocalypse** contains rules for the Pack Tactics starting on p. 212, **Werewolf: The Forsaken** doesn't include specific rules for pack tactics. Treat Pack Tactics as teamwork actions (see the **World of Darkness Rulebook**, p. 134) with each secondary actor and primary actor using whatever dice pool is appropriate. A pack that has practiced a tactic repeatedly should qualify for a +1 bonus to all participants when the whole pack is present. When using a pack tactic, all involved packmates must act on the same initiative total, meaning that they can only act as quickly as the slowest member (in game terms, the pack takes its collective action when the initiative reaches the character with the lowest total).

THE SPIRIT WORLD

Both Werewolf games tie the titular creatures to the spirit world. The original tales of men who walk as beasts—and of animals wearing the skins of men—come from animistic cultures. Centuries before Hollywood turned Lon Chaney into the Wolfman, shapeshifters had links to the spirit world.

The Umbra of **Apocalypse** has significant differences from the Shadow of **Forsaken**, most of which is embedded in the history of werewolves. Many denizens of the Shadow hate and fear the Forsaken even as they respect those of high Renown, while most spirits in the Umbra are creatures of Gaia who are not actively inimical to the Garou.

UNDERLYING FORCES

The foundations of the spirit world vary considerably between the two games, stemming from contrasting cosmologies. While this has no direct impact on the mechanical translation between **Apocalypse** and **Forsaken**, it's worth keeping in mind the distinctly different tone set by both games.

The Umbra of **Apocalypse** is where the war against the Wyrm is fought openly. Underlying everything is the concept of the Triat: the Wyld, primal chaos and the force of creation; the Weaver, stasis and permanence; and the Wyrm, embodying corruption and decay. The Triat should be balanced, reflecting the cycle of birth, life, and death. That's not the case. The Weaver went mad and tried to lock all of reality in her webs. In so doing, she ensnared the Wyrm, driving it from a force of benign destruction and

decay to a monster that seeks only corruption. Between the two, they want to destroy Gaia, the spirit of the planet. To that end, Gaia and Luna together empowered the Garou—shapeshifting warriors to prevent the calcification and corruption of everything that is.

Most spirits that the Garou encounter are creatures of Gaia. As such, there's a distinct feeling that most spirits are on the same side as the Garou. Many werewolves see it as being in their interest to protect the Wyld against the depredations of the Weaver and Wyrm. While spirits of primal chaos don't have structured thought with which to consider werewolves allies, it's still true that some Wyld-spirits will aid the Garou.

This then leads to a point where the Umbra is a place where the Garou can feel at home, and where there's a better chance that a random spirit with no allegiance to the Weaver or Wyrm will be neutral towards their presence.

Apocalypse does point out that spirits do not have minds in a way that humans understand and thus can do strange and weird things that make perfect sense from the spirit's point of view, but that doesn't make them naturally inimical to werewolves—just profoundly weird.

The Umbra extends to a level that dwarfs the Shadow of **Forsaken**. **Apocalypse** focuses on one “layer,” an animistic realm where everything has a spirit. In addition to encircling the world, the Umbra extends further out, and contains realms corresponding to stars and planets throughout the solar system. Moon Bridges can link distant caerns with paths through the Umbra far shorter than the

distance in the real world. Most importantly, the Garou can enter the Umbra from any point, calling on their half-spirit nature to breach the Gauntlet.

The Shadow of **Forsaken** (called the hisil in the First Tongue) is quite different. The great spirit Urfarah, called Father Wolf, acted as gatekeeper between the world of flesh and the world of spirit, returning humans and spirits alike to their correct realm. When Urfarah grew weak, his first-born decided that they would not share the burden of his weakness, and slew him—and in so doing, they made the Shadow harder to reach from the physical world.

The upshot of this legend is that spirits do not hold the Forsaken in high regard. As adherents to the Oath of the Moon, Luna has forgiven the Forsaken but most other spirits still have issues with the kinslayers. Many would like nothing more than to enter the physical world and amass a cult of worshippers, but the werewolves who have usurped Urfarah's authority do not let them. Other spirits remain wary of werewolves without having done anything to draw their ire—if the Uratha will slay their own progenitor, what else could they do?

The Uratha are on good terms with some spirits—packs still have totems, and both tribes and lodges have their own patron spirits—but each one requires that werewolves work to get the spirit's cooperation. The hisil has a low level of hostility towards werewolves, much like that of a poor neighborhood towards the police, and the attitudes of many werewolves towards spirits don't help.

The Shadow is a smaller place than the Umbra. Much of the areas where werewolves tread correspond to places in the real world. Some places may exist in the Shadow that don't exist on Earth, but they're hardly common. Importantly, werewolves can only cross into the Shadow at a locus, a place of spiritual power, meaning that a journey to the spirit realm requires a degree of planning.

THE GAUNTLET

In **Apocalypse**, the Gauntlet is the wall between flesh and spirit. It serves the same function in **Forsaken**, but the implementation is slightly different because **Forsaken** includes the concept of Twilight. Rather than being a place like the Shadow, a creature in Twilight is in the physical realm, on the physical side of the Gauntlet. It is however invisible and intangible. Spirits on the physical side of the Gauntlet share the state of Twilight with ghosts and stranger creatures; werewolves need Gifts or rites to see spirits in this state.

Spirits cannot remain in Twilight for long as existing in the physical world bleeds off Essence. To remain for more than a few hours, they must claim a fetter—an object or person that anchors the spirit in the physical world. Spirits can cross the Gauntlet at a locus or by using the Gauntlet Breach Numen. Materializing also forces a spirit through the Gauntlet.

Apocalypse doesn't have Twilight—spirits that pass through the Gauntlet use the Materialize charm and get

a physical body in the process. The spirit remains in the physical world until its body is destroyed or it chooses to disincorporate.

SPIRIT MECHANICS

Converting spirits between **Forsaken** and **Apocalypse** is reasonably straightforward. In **Apocalypse**, spirits have Willpower, Rage, and Gnosis; **Forsaken** uses Power, Finesse, and Resistance. When translating, Willpower becomes Resistance, Rage becomes Power, and Gnosis becomes Finesse.

When converting from **Apocalypse** to **Forsaken**, first look to a spirit's total Power, Finesse, and Resistance to work out the spirit's Rank. Judge a converted spirit's Size according to the Size scale in the **World of Darkness Rulebook** and add Resistance to generate Corpus. Set a spirit's Essence as appropriate for its Rank. Pick between one and three Influences depending on the type of spirit, and distribute one dot per Rank among those Influences. Calculate the spirit's Advantages as normal. Look to the spirit's form, concept, and Charms to get ideas for potential Influences. Finally, consider the type of spirit and what kind of ban would be appropriate using the guidelines on pp. 278-279 of **Werewolf: The Forsaken**.

Moving **Forsaken** spirits to **Apocalypse**, generate Essence as the total of Rage, Gnosis, and Willpower. If the spirit's Corpus in **Forsaken** is significantly higher or lower than the generated Essence score, increase or decrease it by up to a third to compensate. The spirit's Influences and Numina should influence its selection of Charms. Make a note of the spirit's Ban as storytelling information.

NUMINA AND CHARMS

Spirit powers use different terminology between the games, but represent special abilities of a spirit in both. Use the following table as a quick guide to converting between Numina and Charms. Entries marked with an asterisk (*) aren't direct conversions, but the resulting effects are similar enough.

Numen	Charm
Blast	Blast, Umbraquake
Claim	Possession
Disincorporate	Reform
Harrow	Blighted Touch*
Living Fetter	Corr
Materialize	Materialize
Material Vision	Peek
Possession	Possession*
Wilds Sense	Realm Sense*

Some abilities that exist as Charms in **Apocalypse** are best represented as Influences in **Forsaken** rules. These include Control Electricity, Create Fires, Create Winds, Flood, Freeze, Shatter, Short Out, Updraft, and Incite Frenzy. Others can be reflected by Gifts.

Other spirit powers don't have direct counterparts—no Numen exists as a counterpart to Open Moon Bridge as

Forsaken's Shadow doesn't have Moon Bridges. Likewise, the difference between a Materialized spirit and one in Twilight doesn't make much sense in **Apocalypse**, but is why Gauntlet Breach, Fetter, Living Fetter, and Materialize are all different Numina.

To convert a Charm to a Numen or vice versa, decide if the effect is enough to be worth the spirit spending a point of Essence. The threshold is somewhat lower in **Forsaken** terms as Essence doesn't double as a spirit's health trait. In **Forsaken**, spirit dice pools are composed of two traits, rather than just one. Where a Charm calls for a Gnosis roll, this is equivalent to Finesse + Resistance; where it calls for a Rage roll, substitute Power + Finesse; and for a Willpower roll, substitute Power + Resistance (or vice versa if converting in the other direction). If you're converting to **Forsaken** rules, if the ability affects another character, select an appropriate Resistance type and trait (see the sidebar Rule of Thumb: Resistance on p. 202 of the **World of Darkness Rulebook** for advice on the subject).

Example: Beth loves the idea of the Nocuoeth, a sickness-spirit, and wants to use it in her **Apocalypse** game. Converting it is straightforward: looking at the spirit's Power, Finesse, and Resistance, it has Rage 5, Gnosis 5, and Willpower 6, giving it Essence 16. The original Nocuoeth has only Corpus 8, so she lowers the spirit's Essence to 12 as a compromise. The Reaching and Fetter Numina don't have direct equivalents; she leaves Fetter but selects Peek as a counterpart for Reaching. No Charm stands out as being a good fit for the spirit's Influence over Sickness, so she notes that anyone possessed gets sick and soon spreads the disease to other people, though werewolves are immune. That's all it takes.

NOCUETH, THE WASTELING

Willpower 6, Rage 5, Gnosis 5, Essence 12

Charms: Blast, Blighted Touch, Corruption, Materialize, Peek, Possession

Example: Eddy wants to give his players a challenge against a classic enemy of **Werewolf: The Apocalypse**, pitting them against a Nexus Crawler. Such an iconic spirit should be at least a greater Jagglings—and in order to give his players a chance, that's where he sets it. Power is equal to Rage (10), Finesse is equal to Gnosis (10), and Resistance is equal to Willpower (6). As these traits are on the low end for a greater Jagglings, he increases Power and Finesse to 12 each. From its description, he figures the Nexus Crawler to have Size 7, giving it Corpus 13. He selects Insanity and Corruption as its Influences, assigning two dots to each. It gains the Discorporate and Materialize Numina. He decides to add Gauntlet Breach and Fetter to those, along with Blast—based on part of the Warp Reality Charm. As he's running out of Numina that seem appropriate, he instead adds a dot to the spirit's Corruption Influence. He converts Warp Reality, judging it to cost a point of Essence and requiring a roll of Power + Resistance. The Nexus Crawler has Willpower 18, Initiative 18, Speed 34, Defense

12, and Essence 25. Finally, Eddy determines that the Nexus Crawler is allergic to pure logic, giving it its ban.

NEXUS CRAWLER

Rank: 4

Attributes: Power 12, Finesse 12, Resistance 8

Willpower: 18

Essence: 25

Initiative: 18

Defense: 12

Speed: 34

Size: 8

Corpus: 13

Influences: Corruption •••, Insanity ••

Numina: Blast, Discorporate, Fetter, Gauntlet Breach, Materialize, Warp Reality

Ban: Nexus Crawlers are allergic to pure logic. Reciting a specific logical or mathematical proof (different for each Nexus Crawler) causes the spirit to lock up in fear, preventing it from applying Defense against any attacks.

• **Warp Reality:** The spirit can transform any form of matter into any other form of matter. It can only be used in the physical world when Materialized. The spirit spends two points of Essence and rolls Power + Resistance. On a success, the target is fundamentally changed, though matter remains in the same general state—solid, liquid, or gas. On an exceptional success, the spirit can turn stone into air or water into cotton wool. When the Nexus Crawler uses this ability against a living target, treat it as the Blast Numen; the spirit can spend four points of Essence to make this Blast deal aggravated damage.

UNWILLING VESSELS

Spirits force themselves into humans in both **Apocalypse** and **Forsaken**. In each case, the presence of a spirit alters the victim's mind. The fusion of ephemera and flesh causes the creature's body to warp and twist, reflecting the spirit within. Each game handles this process differently.

APOCALYPSE TO FORSAKEN

In **Forsaken**, any spirit who crosses the Gauntlet and chooses a living fether creates one of the Ridden, a Spirit-Claimed. The spirit can then remain in the physical world in Twilight for as long as needed and can use its Influences to drive its host's actions, thoughts, and emotions. This is somewhat like the Bane Charm: Corruption, though the spirit has to focus on its host.

True possession comes in two forms. Both require the spirit to have snared its victim using Living Fetter. The Possession Numen allows a spirit to override the mind and the will of its host, driving the meat-body like a demented puppeteer. The Claim Numen operates like Possession in **Apocalypse**, melding flesh and ephemera to make a blasphemous hybrid of human and spirit.

The main possessed that show up in any **Apocalypse** game are fomori, which are humans and animals warped by Banes. Fomori use the rules for the Spirit-Claimed on p. 283 of **Werewolf: The Forsaken**. The fomori powers from the **Apocalypse** rulebook are converted here.

Armored Hide: Gain two points of Armor.

Berserker: In a fight, the fomor can only move and act like an Uratha in Gauru form. In exchange, he gains a +2 modifier to any attack rolls.

Bestial Mutation: No effect. The enhanced traits of a Claimed already represent this Power.

Claws and Fangs: The fomor gains a natural weapon that deals +1 lethal damage.

Extra Limbs: The fomor has a +3 bonus to all grappling-related rolls.

Eyes of the Wurm: Spend a point of Essence and Roll Presence + Subterfuge – victim's Resolve. The victim can't take any actions or apply Defense against attacks for one turn per success. The fomor can't take actions or apply Defense either; if the fomor does anything other than maintaining eye contact with the victim, this power ends instantly.

Fungal Touch: Touch or breathe on an opponent and spend a point of Essence. The victim loses one point from each Physical Attribute per day, and takes a point of lethal damage. A successful Stamina + Resolve roll with a –3 modifier will halt the disease.

Gift: The fomor may have a power equivalent to a one- or two-dot Gift.

Immunity to Delirium: No effect. Claimed are already immune to Lunacy.

Poison Tumors: If the fomor takes lethal damage from a close combat attack, the attacker is splashed with toxins. Roll one die per point of damage dealt, minus the attacker's armor. If successful, the disgusting mix of acid and poison acts as a single-use poison with toxicity 5 (see the **World of Darkness Rulebook**, pp. 180-181, for more on poisons).

Regeneration: No effect. Claimed already have enhanced healing.

Triatic Scent: Rolls made to detect the fomor as a servant of the Wurm suffer a –4 modifier. Gifts that detect creatures of the Weaver or Wyld detect the fomor with a normal success.

Twisted Senses: As the Crescent Moon Gift: Two-World Eyes. On a success, the fomor can also see werewolves for what they are. The fomor can always detect servants of the Wurm without a roll.

Unnatural Strength: Increase the fomor's Strength by 3.

Voice of the Wurm: Spend a point of Essence and roll Presence + Performance vs. victim's Resolve + Primal Urge. On a success, the victim loses half his total Essence points. The fomor can also use his tongue as a weapon in close combat, dealing +1 lethal damage.



FORSAKEN TO APOCALYPSE

Forsaken has a range of possessed creatures to model in **Apocalypse** rules, including the Spirit-Urged, Spirit-Claimed, Spirit-Thieves, and the Hosts.

SPIRIT-URGED

In **Apocalypse**, spirits do not need to fetter living humans in order to create one of the Claimed. Instead, a spirit uses the Corruption Charm against its victim repeatedly, though the suggestion doesn't need to be evil. Every time the spirit successfully uses the Charm, mark a dot of the victim's Willpower. Marked Willpower dots do not count for the purposes of that specific spirit using the Corruption Charm. Once the spirit has marked all the victim's Willpower dots, the spirit has fettered the victim.

Once a spirit has fettered a victim, it can read the victim's surface thoughts by rolling Gnosis against a difficulty of the victim's (unmodified) Willpower. It can also use Corruption on the victim once per scene without needing a roll. If the spirit attempts to use Corruption again or if the suggestion given is blatantly out-of-character or self-destructive, the Charm requires an opposed roll as normal and the host uses his base Willpower to resist. The spirit always knows where its host is, must remain within five yards of the host, and cannot use any other Charms once it has fettered a target. The spirit can break its link with a fetter at any point. The link is automatically broken when the host dies.

SPIRIT-CLAIMED

The result of the possession Charm in **Apocalypse**, the Claimed behave much like the Possessed—meat-puppets for the spirit's will with supernatural powers as a result of the fusion. Treat the Spirit-Claimed like fomori, though with powers and abilities framed around the Choir of the spirit rather than overt signs of corruption. All Spirit-Claimed have the Bestial Mutation, Immunity to Delirium, and Regeneration fomor powers.

SPIRIT-THIEVES

The possession of a Nanutari is a short sharp shock rather than the gradual melding of the Claimed. Any spirit with the Possession Charm can use this system in place of the Charm detailed in **Werewolf: The Apocalypse**. The spirit rolls Gnosis against a difficulty of the victim's Willpower. On a success, the spirit immediately gains control of the victim. This control lasts until the end of the scene. The spirit can spend a point of Essence in order to use the Charm again immediately. If that's successful, it retains control for a further 24 hours. The spirit can repeat this until it runs out of Essence.

The victim is aware during the possession but cannot do anything to stop it. The spirit, unused to a physical form, increases the difficulty of all actions based on Physical Attributes by 2 and Mental Attributes by 4. These penalties drop by one for each 24-hour period the spirit remains in

control. The spirit also acts as though the victim's Abilities were one dot lower. Finally, the spirit makes its victim somewhat harder: decrease wound penalties by 2 and the spirit can spend a point of Essence each turn in order to heal a point of Bashing or Lethal damage.

Most Spirit-Thieves aren't a credible threat to a single werewolf, let alone a whole pack. Only desperate spirits would willingly cripple themselves in order to take a physical body—usually to avoid a worse fate lurking in the Shadow. The unsuspecting human victim acts as though drunk or descending into madness, with barely any control over his own actions. If the spirit leaves willingly or runs out of Essence, the victim drops into a coma equal to the length of the possession while his mind reasserts itself. In that time, he'll discover that he's been walking around without sleep, not bathing, and voiding himself whenever his body needs regardless of his surroundings or situation; how he chooses to account for this is up to him, but it is unlikely to pass without some social consequences.

THE HOSTS

While at first glance the Azlu and Beshilu look like the Ananasi and the Ratkin, the similarity is entirely superficial. Instead, the Hosts act more like fomori. Hosts have the same Traits as human characters and can also possess spirit Charms; a Host uses an appropriate dice pool for the Charm instead of Rage or Gnosis. Charms that require Essence expenditure instead cost Willpower points. Hosts are immune to the Delirium and can soak lethal damage as though it were bashing.

Discorporation: As the Re-form Charm; the Host dissolves into a swarm of spiders or rats and relocates to somewhere else in the physical world.

Gauntlet Web/Gnaw Gauntlet: Spend a point of Willpower. The Gauntlet in the immediate area increases or decreases by 1 in a 10-yard radius. This change lasts until the end of the scene; if you're not disturbed for a full hour, either the Gauntlet increase becomes permanent or the area doubles. The Gauntlet rating in an area can be changed by a maximum of +/-3. Azlu use Gauntlet Web to increase the Gauntlet, Beshilu use Gnaw Gauntlet to reduce it.

Toxic Bite: Spend a point of Willpower after making a successful bite attack. The victim loses one point of Stamina for every level of damage inflicted after soak; the character can roll Willpower as a reflexive action to soak the Stamina damage. Lost Stamina comes back at the same rate as healing aggravated damage. If the character's Stamina drops to 0, she automatically fails any Stamina rolls until the damage heals.

Wall Crawling: This power works the same as in **Forsaken**.

PATRONS AND MENTORS

The patron spirits of werewolves, totems provide a spiritual link between members of the same pack. In **Apoc-**

apocalypse, players select their characters' totem from a long list of possibilities then spend any extra Background points to make their patrons unique. In **Forsaken**, players create their pack's totem from whole cloth by spending the pack's total dots in the Totem Merit.

No rule of thumb can accurately convert a totem from **Apocalypse** to **Forsaken**—Unicorn's bonuses would cost seven Totem points in both **Apocalypse** and **Forsaken**, while Fox costs seven Totem points in **Apocalypse** and over thirty Totem points in **Forsaken**, even taking the spirit's ban into account.

For that reason, players should pool their characters' Totem points and select a new patron spirit using the rules of the game you're using. If you're running **Forsaken** with **Apocalypse** rules, pick a totem that offers benefits close to the pack totem in **Forsaken**, and change the spirit's type and ban as appropriate. Work with the Storyteller to make sure your selection fits.

Under **Forsaken** rules, remember that you can discount the cost of a totem by increasing the severity of a spirit's ban. This can help to represent totems that impose heavy Renown penalties, which can in turn help defray the cost of expensive features like pack-wide Attribute increases.



CHARACTER CONVERSION

The sections below discuss converting a character from one game to the other, using the example characters: Eric Russell, created on pp. 71–74 of *Werewolf: The Forsaken*, and Stalks-the-Truth, created on pp. 104–107 of *Werewolf: The Apocalypse*. The process in either case works similarly to the steps involved in character creation and should work even if you want to convert a long-running *Forsaken* character into the classic World of Darkness, or see what your new *Apocalypse* character would look like in the new *Werewolf*.

APOCALYPSE TO FORSAKEN

STEP ONE: CONCEPT

When converting a character from *Apocalypse* to *Forsaken*, the first and most important thing is to consider the character's concept. The first question is whether the concept will work in the current World of Darkness? If the character relies on something that doesn't translate well—a spiritual warrior focusing on freeing the Wyld, or a lupus or metis character—you'll need to do some work to find an analogue (if not using the rules for new Breeds above). Mostly, you just need to consider how the character would work in light of the current world's metaphysics. Blur the focus a bit; get a different actor to play the same role, shift some terminology, and you'll be golden. Read through this document again and compare and contrast the two games to see if something needs changing.

Example: Page 104 of *Werewolf: The Apocalypse* explains the concept of Stuart Brown, known as Stalks-the-

Truth to the People. Though his auspice and tribe will need some refinement, that will be addressed in step five. An investigative reporter who gets too deep into his stories is appropriate in either World of Darkness, so we don't need to change anything here.

STEP TWO: ATTRIBUTES

While Attributes work on the same scale in both games, the Storytelling System used in *Forsaken* assumes that one success is generally sufficient—roughly equivalent to anywhere between one and three successes in the Storyteller System of *Apocalypse*. Hence, starting characters get fewer dots to allocate to their primary and secondary categories. When converting starting characters, the primary category loses two dots and the secondary loses one.

More noteworthy is that the Attributes themselves differ, so some reorganization of dots will likely make sense.

Physical Attributes don't change between games.

The Mental Attributes in *Forsaken* include Intelligence, Wits, and Resolve. Note that *Forsaken* doesn't have Perception as an Attribute, that's handled with Wits + Composure. Resolve covers mental fortitude in a way similar to some uses of Willpower rolls in *Apocalypse*.

The Social Attributes in *Forsaken* are Presence, Manipulation, and Composure, a change from the Charisma, Manipulation, and Appearance Attributes that appeared in *Apocalypse*. As a rule of thumb, Charisma and Presence are similar enough, though Presence includes some parts of Appearance. If you have a character that is particularly good looking, you can purchase that as a Merit. Compo-

sure measures how well a character keeps his cool in social situations—another case where **Apocalypse** used either Charisma or Willpower rolls.

Example: Stalks-the-Truth has Perception 3, Intelligence 3, and Wits 4 in his Mental (primary) Attributes. He's described as making a living through fast thinking and paying attention, so Wits should remain at 4. The player leaves Intelligence and Resolve at 2.

In Social Attributes, he's got Charisma 2, Manipulation 4, and Appearance 2. He's described as witty and clever, but with an abrasive personality that makes it difficult for him to establish regular friendships. He takes no particular care over his appearance. To that end, his player keeps Manipulation at 4 and lowers Presence to 1. Composure remains at 2.

Physical Attributes don't change and tertiary Attributes still receive three dots. Nothing here needs to change—Stuart has Strength 2, Dexterity 2, and Stamina 2.

STEP THREE: SKILLS

The Talents, Skills, and Knowledges of **Apocalypse** give way to the Mental, Physical, and Social Skills in **Forsaken**. Both the number of points and the Skills themselves are quite different. When converting a character from **Apocalypse**, remove the ratings of any Skills without an equivalent in **Forsaken** and check to make sure that the number of dots matches the new totals (11/7/4 as opposed to 13/9/5). Also, be aware that **Forsaken** characters can buy Skills up to five dots, though the fifth dot costs two points, rather than one. It's easiest to carry over what Abilities you can, then work from there with the character's concept in mind to swap points around and make sure that the prioritization makes sense when you're done.

A couple of special cases stand out: Rituals are keyed to the character's Harmony rating but points in the Skill is a good reason to buy Rites in Step Five. Finally, Linguistics is no longer a Skill. Instead, fluency in a language is a one-dot Merit.

Example: Empathy, Expression, Intimidation, Streetwise, and Subterfuge all have counterparts in **Forsaken**, so the dots transfer over directly. That gives him twelve dots in Social Skills. Bryan decides to remove the points he added to Streetwise and Subterfuge with freebie points, taking both of those down to 2. Since Stalks-the-Truth is supposed to be good at getting his own way, it makes sense for him to have PersuasionWith Computer 1, Investigation 3, and Politics 2, Bryan's got six points in Mental Skills. Though Awareness isn't a Skill in **Forsaken**, it makes sense to keep Investigation high given the points invested in it. Since the only justification for a dot in Computer was the ability to use a word processor—which hardly merits the Skill now—he foregoes that dot and reduces Politics by 1, leaving him with four points in Mental Skills.

Among Physical Skills, Stalks-the-Truth has Drive 3, Firearms 1, Stealth 2, and Survival 1. Dodge doesn't have a direct counterpart in **Forsaken**, but Athletics is close. That's eight points. For all that Stalks is a crack driver, his concept focuses on a love of speed—from the traffic tickets on his Pontiac Grand Am to keeping up with NASCAR. Bryan reduces Drive by a point, leaving him with seven points in Physical Skills.

STEP FOUR: SKILL SPECIALTIES

In **Forsaken**, Skill Specialties exist as a way to refine your character's Skills as opposed to the Specialties in **Apocalypse** that allow a character to re-roll 10s when the Specialty applies. This is a good place to pick up on Abilities that didn't make the cut when converting from **Apocalypse** to **Forsaken**. Bear in mind that **Forsaken** specialties can apply to a Skill with one or more dots, rather than the four or more needed in **Apocalypse**.

Example: Most of Stuart's Abilities translate over pretty well. From his description he's used to "reading people," which makes a good Empathy Specialty. He also really likes fast cars—both watching and driving—so "High Speed" makes sense as a Drive Specialty. Finally, turning to his career in journalism, his high Investigation is a result of "digging up dirt" on as many people as possible; that becomes his Investigation Specialty.

STEP FIVE: WEREWOLF TEMPLATE

At this point, the human becomes a werewolf. Here, we assign tribe and auspice based on the tribe and auspice in **Apocalypse**, select Gifts, and assign Renown.

The Storyteller should already have told you how he wants to handle auspices—whether Ragabash and Philodox must become Irraka and Elodoth, or if she's using the new auspices provided above, or even if she's using seven auspices instead of five. If it's not clear, ask the Storyteller. Do this even if your character is one of the auspices that would normally convert easily, as some corner-case concepts fit better with a different corresponding auspice as part of the conversion. A stealthy Ahroun who hunts his prey and picks off the weakest is great in **Apocalypse**, but fits better as an Irraka in **Forsaken**.

The tribes of **Apocalypse** fit best as lodges in **Forsaken**. Think about your character in terms of all of the five Tribes of the Moon, not just those mentioned in connection with the converted lodges. Is he an innovator, a shaman, or perhaps one who will endure anything in order to lead? The tribes in **Forsaken** are broad, halfway between organization and philosophy, and should speak more to how your character views being a werewolf.

Forsaken werewolves get a free Specialty in one of three Skills as determined by auspice, though the character has to have a dot in one of the three Skills to get the Specialty. Auspice Skills for Philodox and Ragabash characters are noted in their write-ups above, if your Storyteller is using them.

Werewolves in **Forsaken** start with a dot of Primal Urge. Start with one dot even if your character had a higher Primal Urge Talent; that's coming in the next step.

Assign Primary Renown based on your character's tribe and auspice—one dot in the Renown of each and one free dot to add anywhere. If your tribe and auspice share Primary Renown, that category starts at 2, with one point left for you to spend.

Finally, characters receive three Gift choices: one from tribe, one from auspice, and one floating pick. Normally, this will be the first-level Gift from three Gift Lists, though as explained on pp. 63–64 of **Werewolf: The Forsaken** you can start with a two- or even three-dot Gift if your character meets certain requirements.

Example: Stalks-the-Truth is a Ragabash, one of the auspices converted above. Bryan checks with his Storyteller, who decides that he'd rather stick with the **Forsaken** auspices and tribes. As a journalist who hunts information with the same fervor that other werewolves hunt their prey, Irraka is a good fit. He gets a free Specialty in Stealth or Subterfuge (he doesn't have any dots in Larceny). Stalks-the-Truth is a good liar, which makes him very good at knowing when other people are lying to him. Bryan notes "Spotting Lies" as a Subterfuge Specialty.

Stalks-the-Truth is a Fianna, though more through his ancestors than any direct connection to the tribe. As an investigator, journalist, and sly trickster, it makes sense for Stalks-the-Truth to join the Iron Masters—the curious scions of Red Wolf who leave no stone unturned.

Bryan marks a dot of Primal Urge, noting a maximum Essence of 10 and an Essence maximum per turn of 1.

As an Irraka and an Iron Master, Stuart has two dots of Cunning Renown. Bryan decides to put his free dot in Honor, for the same reason as before: digging up interesting facts that are of great use to his pack and to the People as a whole.

Finally, Bryan looks at Gifts. From his tribal picks, he takes Know Name, the one-dot Knowledge Gift—great for finding out who people really are. The auspice Gift is easy: Loose Tongue, the one-dot Evasion Gift. Finally, remembering that Stuart had the Rituals Knowledge and had purchased a Ritual, Bryan uses his free Gift to take Rituals 1, along with the Rite of Dedication—a fitting reflection of Stuart's abilities in **Apocalypse**.

STEP SIX: MERITS

Merits in **Forsaken** cover much the same ground as Backgrounds in **Apocalypse**. Look first to see if the character's existing backgrounds have an analogue in **Forsaken**. Likewise, if your character had a high Appearance Attribute, that's now covered by the Merit: Striking Looks. If you have extra dots after converting over, look through the **World of Darkness Rulebook** and see if any of the Merits there fit your character's concept. If nothing jumps out at you, or if your character had a high Primal Urge, you can

increase Primal Urge by one point per three Merit dots you spend. Remember that speaking a language fluently, represented by the Linguistics Knowledge in **Apocalypse**, is a one-dot Merit in **Forsaken**.

Werewolves in **Forsaken** start with seven dots in Merits and have no restrictions on what they can choose.

Example: Stalks-the-Truth had Contacts 3, Kinfolk 1, Resources 3, and Totem 2 after spending some Freebie Points. Bryan looks at re-factoring those into Merits.

In **Apocalypse**, Resources 3 equates to \$3,000 a month and \$50,000 in assets. The numbers match those of Resources 3 in **Forsaken**, given that the Resources Merit measures disposable income rather than everything a character has. That said, this much money feels a bit extraneous to Bryan, so he decides to bump Stalks' Resources down a point. The fields that Stuart's Contacts work in is never stated; based on his description they're likely among journalists and politicians. Each field of interest costs a single Merit dot in **Forsaken**, making that Contacts 2. Kinfolk don't have a direct conversion, though a dot of Allies specified as being Wolf-Blooded would work. Totem is a direct transfer.

Though he's made a point back thanks to the change in how Contacts works between the two games, Bryan now has a problem: Stuart speaks fluent Spanish and that's a one-dot Merit. He's got to pull another point from somewhere. Bryan decides that Stuart's family isn't close enough to count as Allies and drops that Merit. Stalks-the-Truth's final Merits are Contacts (Journalists, Politicians) 2, Language (Spanish) 1, Resources 2, and Totem 2.

STEP SEVEN: ADVANTAGES

Forsaken werewolves do not measure Rage and Gnosis; spiritual power is a factor of Harmony and Renown, while Rage is subsumed into Primal Urge. Willpower is not determined by tribe, but rather by adding the character's Resolve and Composure Attributes. Harmony, a measure of how in-tune the character is with the dichotomies of man and wolf and flesh and spirit, is a new Trait that starts at 7. Optionally, the Storyteller can let players lower a character's Harmony in exchange for five experience points per dot, to a minimum of Harmony 5.

Characters also receive a Virtue and Vice. Read through the options in the **World of Darkness Rulebook** and find out which one fits best.

Size, Defense, Initiative, Health, and Speed are all calculated as described in the **World of Darkness Rulebook**. At this point, you should also fill in the changes to your character's Traits due to shapeshifting.

Example: Stalks-the-Truth's Willpower starts at 4 and his Harmony at 7. He's not notably acted in a fashion that's unbecoming of a werewolf, so Bryan leaves it at that.

Thinking over Stalks-the-Truth's concept, he's big on finding and exposing the truth. Bryan takes that as a good starting point to select the Virtue of Hope: The truth has

to have some property that lies don't have, or it's not worth finding. For all that most werewolves have some element of Wrath about them, he decides that Stalks-the-Truth's fixation with fast cars speaks to a deeper need—his Lust for unbounded speed.

STEP EIGHT: SPARK OF LIFE

At this point, you should look over the **Apocalypse** character's record to date and make sure his exploits make sense in the context of a **Forsaken** game. For the most part that won't be a problem: cleansing a site of Wyrms-taint now involves cleansing a Wound or removing particularly harmful Resonance from an area.

Example: As mentioned in Step Five, Stalks-the-Truth has a dot of Honor Renown for his dedication for uncovering secrets. Originally, the information he uncovered related to the Wyrms' activities; as a **Forsaken** character he's more likely to have found information pertaining to a local pack's territory, which he's traded on for a favor to be owed. He still tries to keep up with NASCAR and makes time for Extreme Wrestling when he can—he can't be expected to dig up the truth or be out with his pack every minute of every day, surely?

FORSAKEN TO APOCALYPSE

STEP ONE: CONCEPT

Much as when creating your character for **Forsaken**, think in broad terms about what your character is, what he does, and how he fits into the world of **Apocalypse**. Most concepts translate reasonably easily, but it's worth thinking it through early on so you're aware of any pitfalls. Focus on the points that changed between the games: the Garou of **Apocalypse** care about threats to the world-spirit Gaia and the all-consuming forces of stasis and corruption arrayed against them. Every werewolf has at least a dim idea about where he fits into the final battle, whether he believes it will happen within his lifetime or not. Likewise, a character whose background is deeply tied in to the mythology of Father Wolf or the spirit Hosts will need some finessing to fit into the classic World of Darkness.

Characters in **Apocalypse** are created as werewolves from the start. To that end, the Concept step of character creation involves the character's life among the Garou by presenting three choices: breed, auspice, and tribe. All **Forsaken** characters are of the homid breed by default; if your character concept lends itself particularly strongly to playing a metis or lupus, discuss that with your Storyteller. Most auspices convert simply enough and your Storyteller should already have told you whether Irraka and Elodoth become Ragabash and Philodox, or if she's using one of the conversion options presented above. Do check with her if you're not clear, as some concepts may jump between auspices—the Elodoth who acts more as a spirit envoy than a judge is best represented as a Theurge or Galliard in **Apocalypse**.



Converting the character's tribe is reasonably straightforward: find out if the Storyteller's including the Tribes of the Moon alongside the other tribes of the Garou Nation, using the conversion above. If not, look through your options and see which one fits best. If you don't know where to start, consider the tribes that are optional lodges to your character's tribe in **Forsaken**. Note that though many **Apocalypse** tribes have a strong element of ethnicity to them, it's easy to incorporate that using a character's ancestors several generations back.

Example: Jack is converting his character, Eric Russell, from **Forsaken** to **Apocalypse**. A campus cop working off his debts while trying to work out what he wants to do is a perfectly good concept. Michelle, his Storyteller, has already told Jack that she's using the base five auspices and thirteen tribes—one of the other players has a soft spot for the Stargazers—so he's got to translate his auspice. Eric's on the judge and mediator end of the Elodith spectrum, which translates just fine to a Philodox. He doesn't push the case to take a non-homid breed.

Originally a Hunter in Darkness, Jack considers the **Apocalypse** tribes. He's drawn towards the Bone Gnawers, but something doesn't sit right about them. Checking his notes, he realizes that the Silent Striders—a tribe of wanderers who can never settle—fit his concept. Eric isn't yet settled, and until he resolves his own inner turmoil, he'll always be ready to go somewhere else.

STEP TWO: ATTRIBUTES

Because the Storyteller System counts successes differently to the Storytelling System used in **Forsaken**, characters in **Apocalypse** have more Attribute dots to work with as well as different Attributes that represent different aspects of the character. As such, starting characters add two points among the primary Attributes and one to their secondary.

Apocalypse includes a Perception trait, so the player needs to unpack his character's sensory acumen from his speed of thought. Likewise, the Appearance trait measures something that **Forsaken** handles with a Merit. The Resolve and Composure Attributes don't exist in **Apocalypse**, but may factor in to the decision whether to spend freebie points on increasing Willpower.

Physical Attributes convert over directly. Note that all close-up attacks in **Apocalypse** use Dexterity to hit, with Strength factoring in to the damage pool of a successful hit, so combat-focused werewolves should keep both Attributes in mind.

Example: Eric's got Physical as his primary Attributes. His Strength, Dexterity, and Stamina cross over pretty evenly. Jack adds one point to Dexterity, increasing Eric's chances to hit if he gets in a fight, and raises his Stamina to 4—the primary choice comes from Eric's good health and physical conditioning rather than a desire for raw physi-

cal power. Strength 3, Dexterity 3, and Stamina 4 is a good spread for Eric's concept.

Mental Attributes were originally secondary and that trend continues. Jack puts the dots from Resolve into Perception and then adds the extra dot for the secondary category to it—keeping up with Eric's Wits. As such, he has Perception 3, Intelligence 2, and Wits 3.

Jack initially spread the three available dots evenly across Eric's Social Attributes. He sees no reason to change that now, leaving him with Charisma 2, Manipulation 2, and Appearance 2.

STEP THREE: ABILITIES

Apocalypse breaks down a character's Abilities between inherent ability, acquired skill, and researched knowledge. As such, priorities don't really swap over too well between the two systems. Instead, port the dots over where two abilities appear in both games, even if one version or the other has a slight change of name. If your character has any dots in the Merit: Language, note that you'll need to buy dots of the Linguistics Knowledge (per p. 118 of **Werewolf: The Apocalypse Revised**). If your character has any rites, it'd be a good idea to pick up the Rituals Knowledge if you're able. Likewise, if you used Merit dots to purchase a higher starting Primal Urge, see if you can find a way to put dots into that Talent.

Once you've carried over what you can, assign extra points according to the concept. Only then should you check that the dot distribution matches the 13/9/5 split used in **Apocalypse**. If you pushed to convert your character as a lupus, you can't have any dots in the restricted Abilities at this stage, even if they'd otherwise translate normally. Make a quick note to come back to them when spending freebie points.

Example: Jack looks over the Abilities available to an **Apocalypse** character and works out what he can translate. Almost everything exists on both sheets, which is a good start, though Persuasion doesn't have an analogue in **Apocalypse**. That leaves him with Athletics 2, Brawl 3, Expression 1, Intimidation 2, Streetwise 2, Subterfuge 1, Drive 2, Firearms 1, Stealth 1, Survival 2, Computer 1, Investigation 1, Medicine 1, and Occult 1. With eleven dots in Talents, six in Skills, and four in Knowledges, that suggests a pattern of priorities that Jack decides to go with.

With two points to spend on Talents, Jack puts a point in both Alertness and Dodge—reasoning that the former comes naturally as a result of being a campus cop and the latter is a good complement to his high Brawl.

With three dots to spend in Skills, one goes in Leadership as a counterpart to Eric's Persuasion Skill. Another goes on a dot of Melee—as a campus cop, he's got basic training in using a baton to take down drunks with knives. The final dot goes to pick up a second dot of Stealth, reasoning that if Eric's hunting from the shadows he should be good at keeping to those shadows.

As Eric has rituals in his **Forsaken** incarnation, the single dot to spend in Knowledges should really go into Rituals. Jack doesn't argue.

STEP FOUR: ADVANTAGES

During this stage, players convert Gifts and rites over to **Apocalypse** terms. Characters in **Apocalypse** have three starting Gifts, but rather than choosing them from a list, these instead come from a limited selection offered from breed, auspice, and tribe. If you feel that a particular Gift forms a significant part of who your character is, see if you can find an equivalent. If not, see if your Storyteller is using the Gift conversion rules given above. If that's not an option, remember that you can buy other Level One Gifts with freebie points in the next step.

Converting Merits to Backgrounds may take more work. Some Merits, like Eidetic Memory, Common Sense, or many Physical Merits are represented by Merits in **Apocalypse** rather than Backgrounds. While Merits are an optional system from the **Player's Guide to the Garou**, the Storyteller is encouraged to use that system to smooth the process of converting a **Forsaken** character. Buying Merits happens at the next stage of character creation.

Other Merits become Backgrounds quite easily. Characters have five dots to spend on them. **Apocalypse** adds a further wrinkle to conversions: some Backgrounds are restricted based on a character's tribe.

If a player has spent Merit dots increasing his character's Primal Urge, it's a good idea to remind him to either purchase the Talent or increase his character's Rage and Gnosis in the next step. The Totem and Fetish Merits translate well to the Backgrounds of the same names. Using a character's free Gift pick to choose Rites is a good excuse to take dots in the Rites Background. **Apocalypse** also introduces the Ancestors, Kinfolk, and Pure Breed Backgrounds, which have no real counterpart in **Forsaken**. Ancestors measures a character's connection to the ancestral memory of the Garou Nation, which she can use to increase her Abilities. Kinfolk gives the character a network of people who can see through the Delirium and can be an analogue of Wolf-Blooded Allies or Retainers. Pure Breed indicates the notability of a character's lineage among the Garou and can be used as a stand-in for Status among other werewolves.

Werewolves in **Apocalypse** receive Renown based on auspice and start at Rank 1 (cliath).

Example: With the exception of a free dot of Totem, all of Eric's Merits reflect his pre-Change life. Jack runs through them, working out how best to convert them—and how best to use the five dots that **Apocalypse** characters start with. First, he notes that Eric's able to speak Spanish. While not a Merit just now, it is something he'll have to remember during the next step. As a Silent Strider, Eric can't have the Resources Merit. A dot of Totem and two dots of Contacts translate easily enough, as does the Merit

dot spent to pick up an extra Rite. Jack decides to revisit Direction Sense during the next step as well. While Eric had a dot of Status, **Apocalypse** Backgrounds don't track a character's connections to the human world quite so closely. Eric does have a sister who is blackmailing him, but she's an antagonist rather than the allied characters represented by the Kinfolk Background. Instead, he puts the second dot into Rites, allowing him to start with two levels of rites rather than one. Jack notes Eric's three dots of Honor Renown as a Philodox and that he's a cliath, Rank 1 in Garou society.

Moving on, he selects Gifts. Truth of Gaia is a nice counterpart to Eric's original pick of Scent Beneath the Surface. Feet of Mist doesn't have an immediate counterpart, but the Silent Strider Gift: Silence covers some of the same territory. Finally, he chooses a Breed Gift. Persuasion feels like the best fit, giving Eric an easier time of maintaining his double life.

Finally, Jack has two levels of rites to spend. He picks up the Rite of Talisman Dedication and Rite of the Questing Stone as the closest he can get to Shared Scent.

STEP FIVE: FINISHING TOUCHES

At this stage, characters record their base Gnosis, Rage, and Willpower. Gnosis is set by a character's breed, Rage by her auspice, and Willpower by her tribe. The player also gets to spend 15 freebie points to round out the character. Use these to pick up traits that you didn't have a chance to convert properly as part of the character creation process.

The other thing to do at this point is to make sure that you've presented your character in a way that fits in with the original World of Darkness. If the Pure Tribes featured heavily in his backstory, have you considered how that is best expressed in **Apocalypse** terms? If you're not sure—or even if you are sure, but have had to do some conversion of your character's concept—work with your Storyteller to make sure that you're hitting all the right notes.

Example: Jack records Eric's base Gnosis of 1, his base Rage of 3, and his base Willpower of 3. As a Philodox, Eric starts with three dots of Honor Renown.

Jack now has 15 freebie points to spend. First off, he spends two to buy a dot of Linguistics (Spanish). Gnosis 1 and Willpower 3 both look a little low. He spends two points to raise Willpower to five, and a further four to bring Gnosis up to three. Another five points bring Eric's Strength up to four dots, better reflecting his traits in **Forsaken**. With his last two points, Jack increases Eric's Leadership to two, using that Skill as a proxy for the lack of Status as a Background in **Apocalypse**.

Jack checks over Eric's background and concept and can't find anything that wouldn't work in the classic World of Darkness. He notes down the trait alterations for his other forms and is done.

WEREWOLF

THE FORSAKEN

Name: Stalks-the-Truth

Player: Bryan

Chronicle:

Virtue: Hope

Vice: Lust

Concept: New Journalist

Auspice: Irraka

Tribe: Iron Master

Lodge:

ATTRIBUTES

Power	Intelligence	●●●○○○	Strength	●●●○○○	Presence	●○○○○○
Finesse	Wits	●●●○○○	Dexterity	●●●○○○	Manipulation	●●●○○○
Resistance	Resolve	●●●○○○	Stamina	●●●○○○	Composure	●●●○○○

SKILLS

Mental (3 Unskilled)

Academics	○○○○○
Computer	○○○○○
Crafts	○○○○○
Investigation	○○○○○
Medicine	○○○○○
Occult	○○○○○
Politics	●○○○○○
Science	○○○○○

Physical (1 Unskilled)

Athletics	●○○○○○
Brawl	○○○○○
Drive	●○○○○○
Firearms	●○○○○○
Larceny	○○○○○
Stealth	●○○○○○
Survival	●○○○○○
Weaponry	○○○○○

Social (1 Unskilled)

Animal/Ken	○○○○○
Empathy	●○○○○○
Expression	●○○○○○
Intimidation	●○○○○○
Persuasion	●○○○○○
Socialize	○○○○○
Streetwise	●○○○○○
Subterfuge	●○○○○○

Merits

Contacts (Journalists, Politicians)	●●●○○○
Language (Spanish)	●○○○○○
Resources	●○○○○○
Totem	●○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Flaws

Renown

Purity	○○○○○
Glory	○○○○○
Honor	●○○○○○
Wisdom	○○○○○
Cunning	●○○○○○

Weapon/Attack

	Dice Mod.	Range	Rate	Clip

OTHER TRAITS

Health

(+2 Dalu Form, +4 Gaunu Form, +3 Urshul Form)

●●●●●●●●●●●●●●●●●●●●
□□□□□□□□□□□□□□□□

Willpower

●●●●●○○○○○○○
□□□□□□□□□□

Primal Urge

●○○○○○○○○○○○

Essence

■ ■ ■ ■ ■ ■ ■ ■ ■ ■
□ □ □ □ □ □ □ □ □ □

Points Per Turn: 1

Harmony

10	○
9	○
8	○
7	●
6	●
5	●
4	●
3	●
2	●
1	●

WEREWOLF

THE FORSAKEN

Hishu
(Human)

Dalu
(Near-Human)

Gaura
(Wolf-Man)

Urshul
(Near-Wolf)

Urhan
(Wolf)

Size: _____	Size(+1): _____	Size(+2): _____	Size(+1): _____	Size(-1): _____
Defense: _____ 2	Defense: _____ 2	Defense: _____ 3	Defense: _____ 4	Defense: _____ 4
Initiative: _____ 4	Initiative: _____ 4	Initiative(+1): _____ 5	Initiative(+2): _____ 6	Initiative(+2): _____ 6
Speed: _____ 9	Speed(+1): _____ 10	Speed(+4): _____ 13	Speed(+7): _____ 16	Speed(+5): _____ 14
Armor: _____	Armor: _____	Armor: _____ 1/1	Armor: _____	Armor: _____
Perception: _____	Perception(+2): _____	Perception(+3): _____	Perception(+3): _____	Perception(+4): _____
	Induces Lunacy; Observers have a 4-die bonus to their Willpower to resist.	Rage Invoked. Induces Full Lunacy. Wound Penalties ignored and no unconsciousness rolls made. -2 to resist Death Rage. Inflict +2 Lethal Damage with bite attack & +1 Lethal Damage with claw attack. Fail most Mental and Social Rolls.	Induces Lunacy; Observers have a 2-die bonus to their Willpower to resist. Inflict +2 Lethal Damage with bite attack.	Inflict +2 Lethal Damage with bite attack.

TOTEM

Attributes:

Power: _____
Finesse: _____
Resistance: _____
Willpower: _____
Essence: _____
Initiative: _____
Defense: _____
Speed: _____
Size: _____
Corpus: _____
Influences: _____ 00000
_____ 00000
_____ 00000

Numina: _____

Bonuses: _____

Ban: _____

GIFTS AND RITES

Gift Lists: _____

Max Rank: ●00000

Gift

Know Name

Loose Tongue

Roll

Int + Inv + Cun

Man + Soc + Wis

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Rituals: ●00000

Rite

Rite of Dedication

Roll

Dice Pool = Harmony

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WEREWOLF

THE APOCALYPSE™

Variant: *Homid*

Variant: *Alabro*

Variant: *Crima*

Variant: *Hipo*

Variant: *Lupa*

No
Change

Difficulty: 6

Strength(+2) 6
Stamina(+2) 6
Appearance(-1) 1
Manipulation(-1) 1

Difficulty: 7

Strength(+4) 8
Dexterity(+1) 4
Stamina(+3) 7
Manipulation(-3) 0

Appearance 0
Difficulty: 6
INCITE DELIRIUM
IN HUMANS

Strength(+3) 7
Dexterity(+2) 5
Stamina(+3) 7
Manipulation(-3) 0

+1 Die to Bite Damage
Difficulty: 7

Strength(+1) 5
Dexterity(+2) 5
Stamina(+2) 6
Manipulation(-3) 0

-2 Perception Diff.
Difficulty: 6

Other Traits

____ 00000
____ 00000
____ 00000
____ 00000
____ 00000
____ 00000
____ 00000
____ 00000
____ 00000
____ 00000
____ 00000
____ 00000
____ 00000
____ 00000
____ 00000

Battle Scars: _____

Met's Deformity: _____

Fetishes

Item: _____ Level: _____ Costs: _____
Power: _____
Item: _____ Level: _____ Costs: _____
Power: _____
Item: _____ Level: _____ Costs: _____
Power: _____
Item: _____ Level: _____ Costs: _____
Power: _____
Item: _____ Level: _____ Costs: _____
Power: _____
Item: _____ Level: _____ Costs: _____
Power: _____

Rites

Rite of Talisman Dedication
Rite of the Questing Stone

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Ammo	Conceal

Brawling Chart

Maneuver	Roll	Diff	Damage
Bite	Dex + Brawl	5	Strength + 1/A
Body Tackle	Dex + Brawl	7	Special/B
Claw	Dex + Brawl	6	Strength + 1/A
Grapple	Dex + Brawl	6	Strength/B
Kick	Dex + Brawl	7	Strength + 1/B
Punch	Dex + Brawl	6	Strength/B

A=Aggravated Damage B=Bashing Damage

Armor: _____